



“Lemonhope: Part 2”
1014-157
Final Board

ate 07/16/13

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 07/16/13
- ☐ Design Board
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Adventure Time Created by
Pendleton Ward

Supervising Director
Nate Cash

Storyboard by
Tom Herpich &
Steve Wolfhard

AUG 02 2013

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ADVENTURE TIME



Sc. Pnl. Bg. day night

LEMONHOPE
PART TWO

BY TOM & STEVE

Sc. 1 Pnl. A Bg. day night

Dialog:	(SFX) FLAME CRACKLE.
Action:	AUG 02 2013
Timing:	

1014/157
EPISODE #

Production :

1014/157

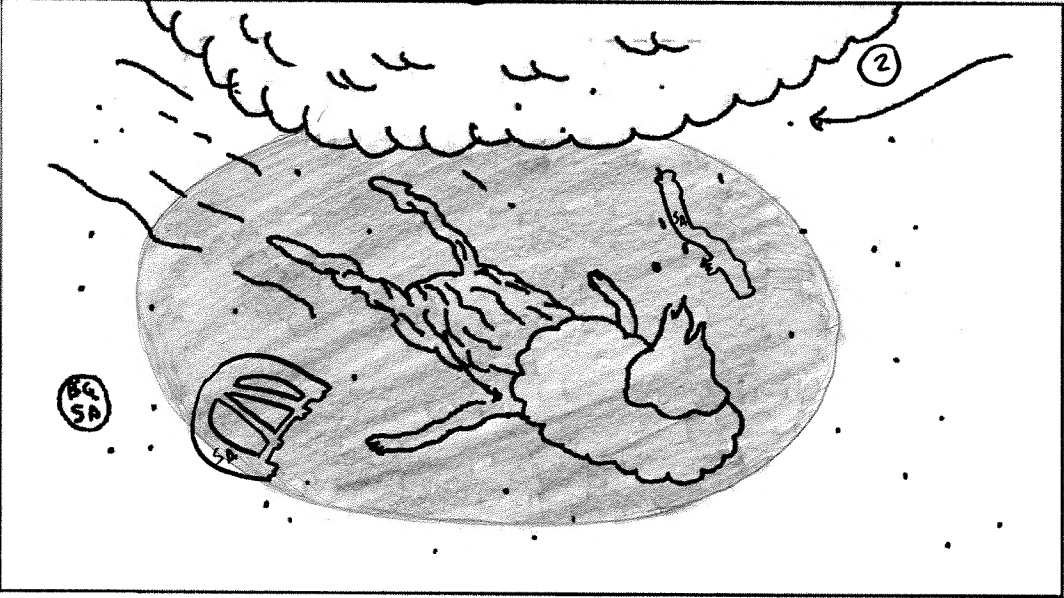
1014/157

1014/157

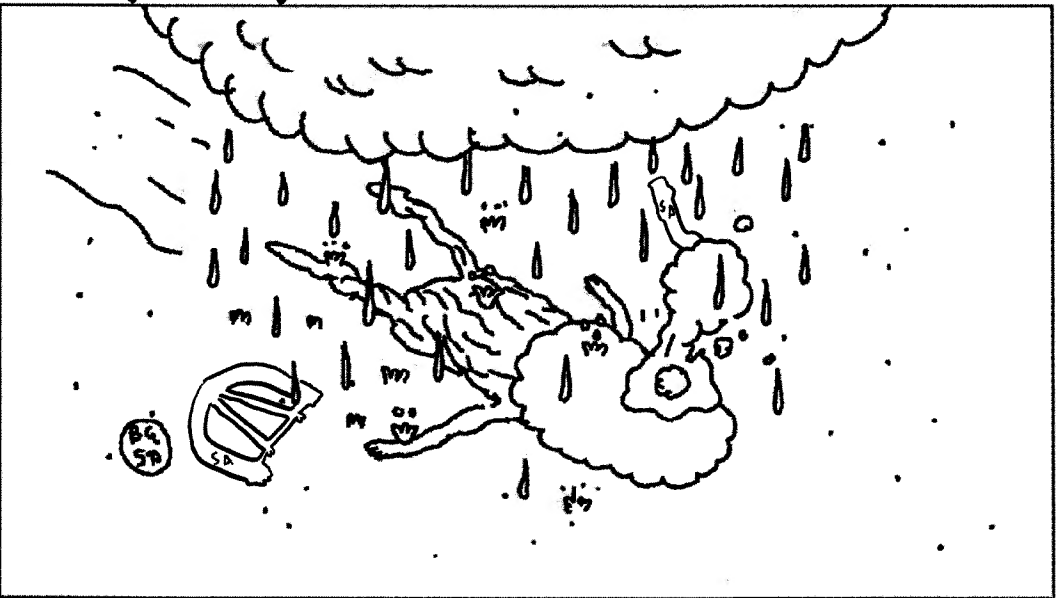
ADVENTURE TIME



Sc. 1 CONT Pnl. B Bg. day night



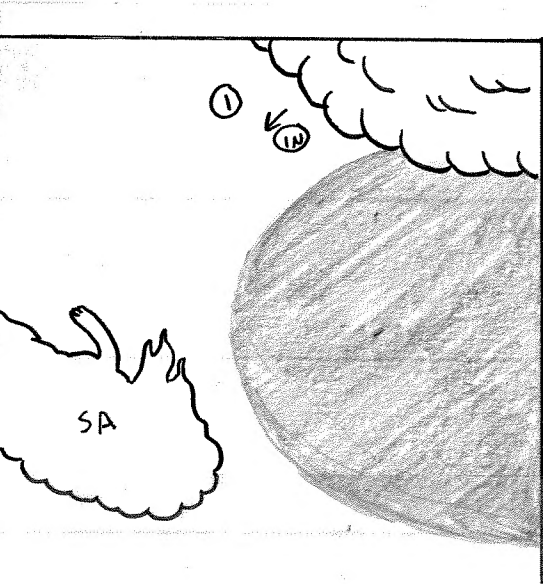
Sc. 1 CONT Pnl. C Bg. day night



Dialog:

Action:
CLOUD ENTERS, DIF.
FROM PB'S CLOUD SHIP.

Timing:



(SFX) / SIZZLE, FIRE GOING OUT.

STARTS TO RAIN, FIRE
STARTS TO GO OUT, SMOKES. AUG 02 2013

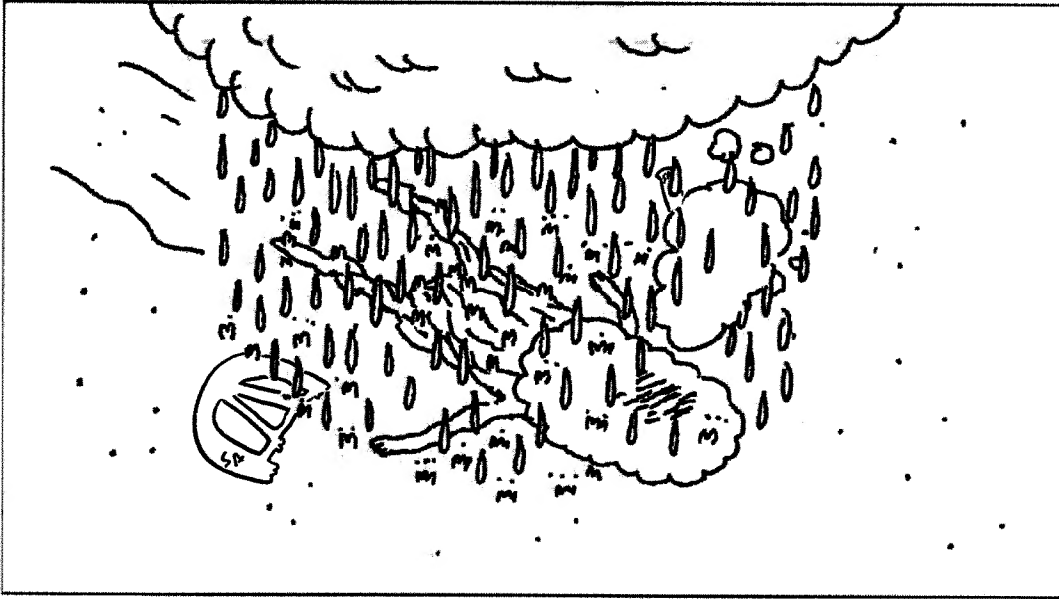
EPISODE # 1014-157

Production :

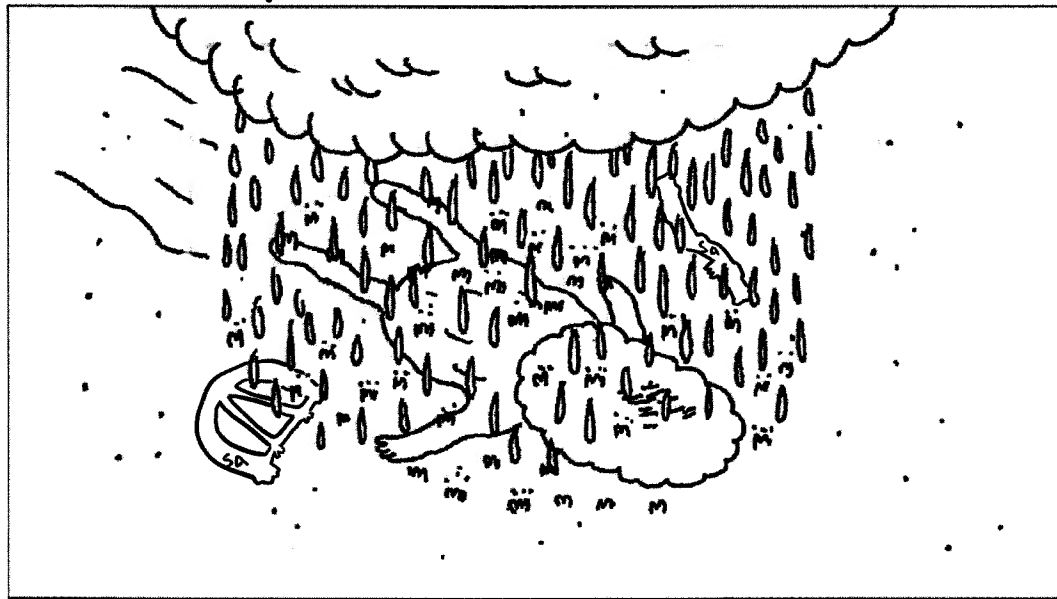
ADVENTURE TIME



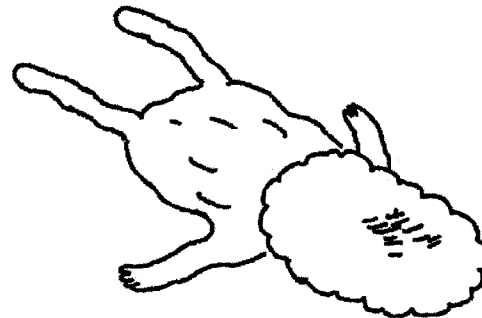
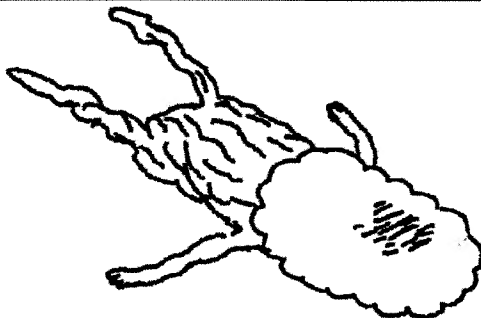
Sc. 1 CONT Pnl. D Bg. day night



Sc. 1 CONT Pnl. E Bg. day night



Dialog:	
Action:	L.H. BEGINS RE-HYDRATING.
Timing:	AUG 02 2013



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Production :

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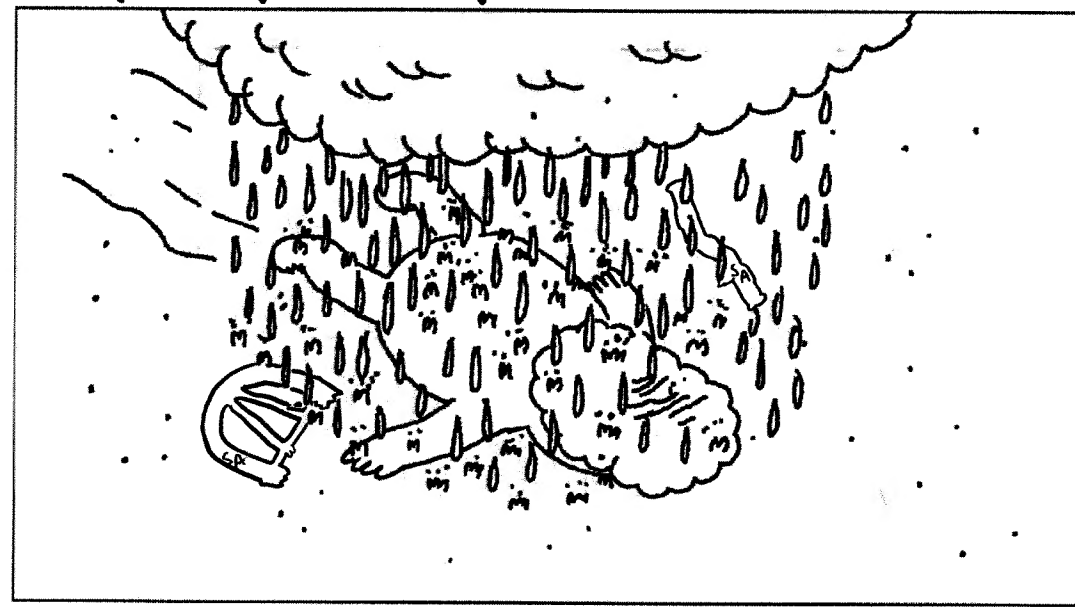
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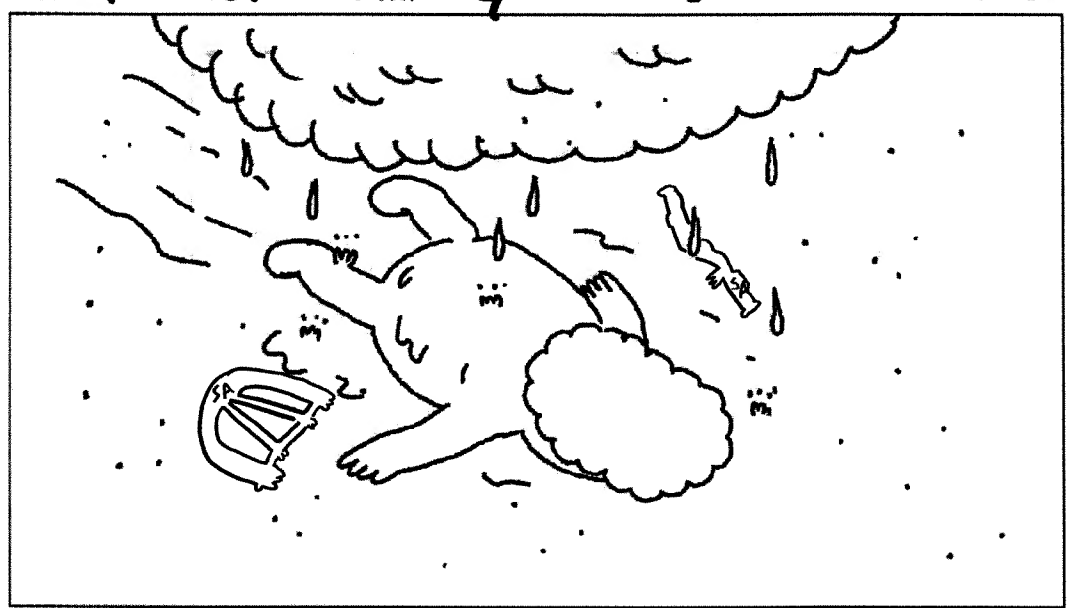
ADVENTURE TIME



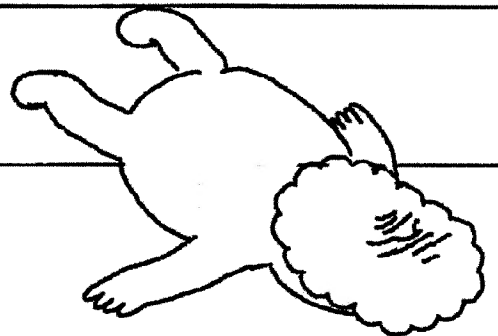
Sc. 1 CONT Pnl. F Bg. day night



Sc. 1 CONT Pnl. G Bg. day night



Dialog:
Action:
Timing:



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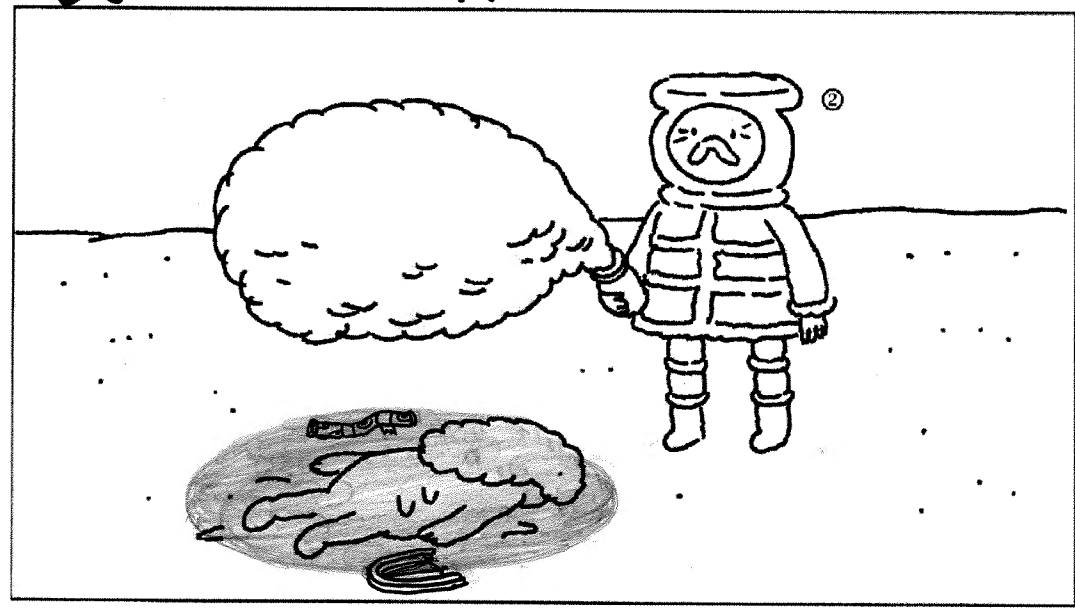


Sc. 2

Pnl. A

Bg.

day night

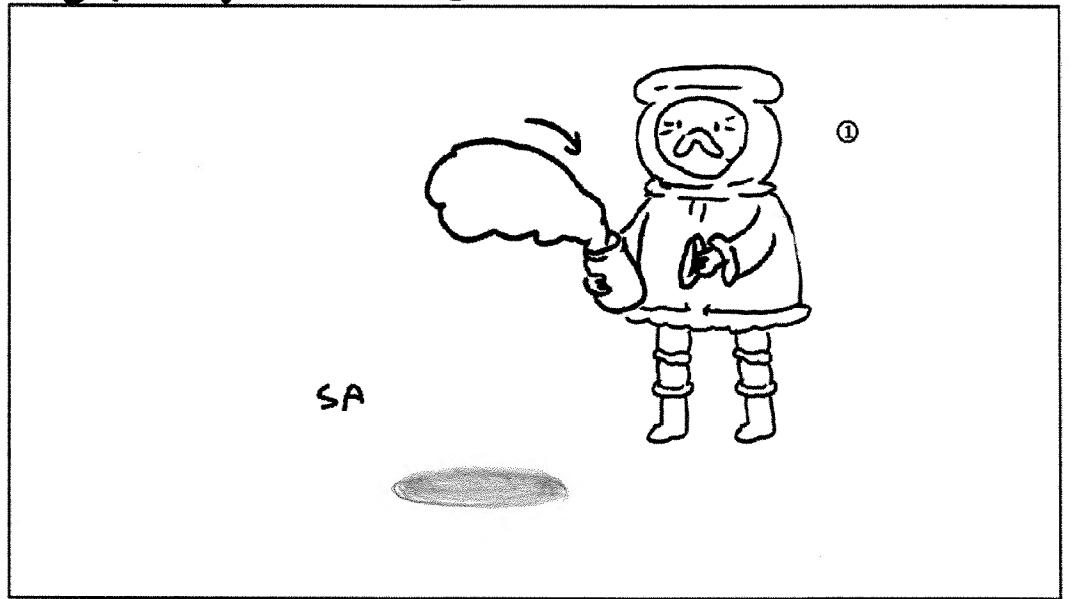


Sc. 2 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

AUG 02 2013

- CLOUD RETREATS INTO JAR.
- PB PUTS RAIN CLOUD AWAY.

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Production :

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ADVENTURE TIME



Sc. 2 CONT Pnl. C

Bg.

day night

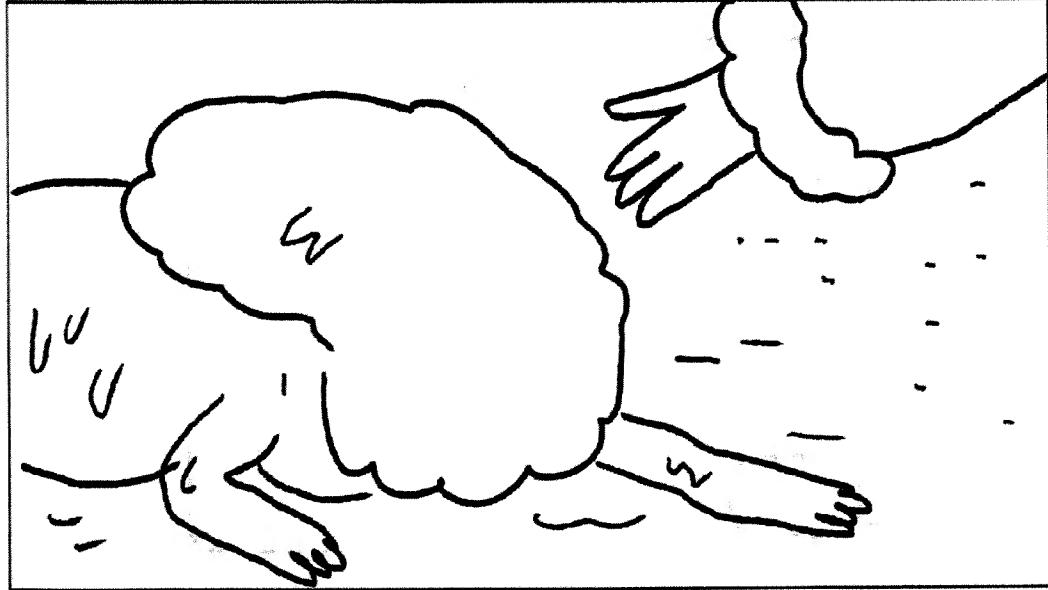


Sc. 3

Pnl. A

Bg.

day night



Dialog:

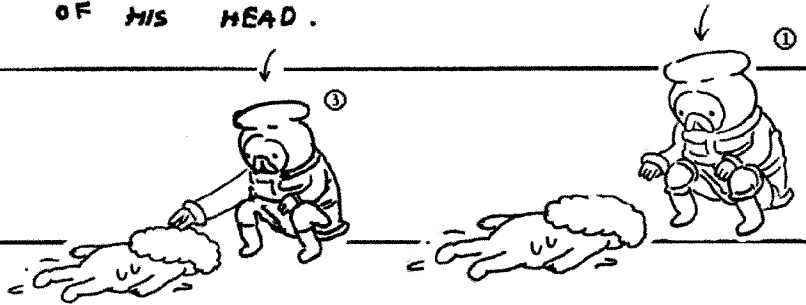
PH.B / PSST. LEMON HOPE.

Action:

-PB TAPS HIM ON THE SIDE OF HIS HEAD.

AUG 02 2013

Timing:



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EPISODE #

Production :

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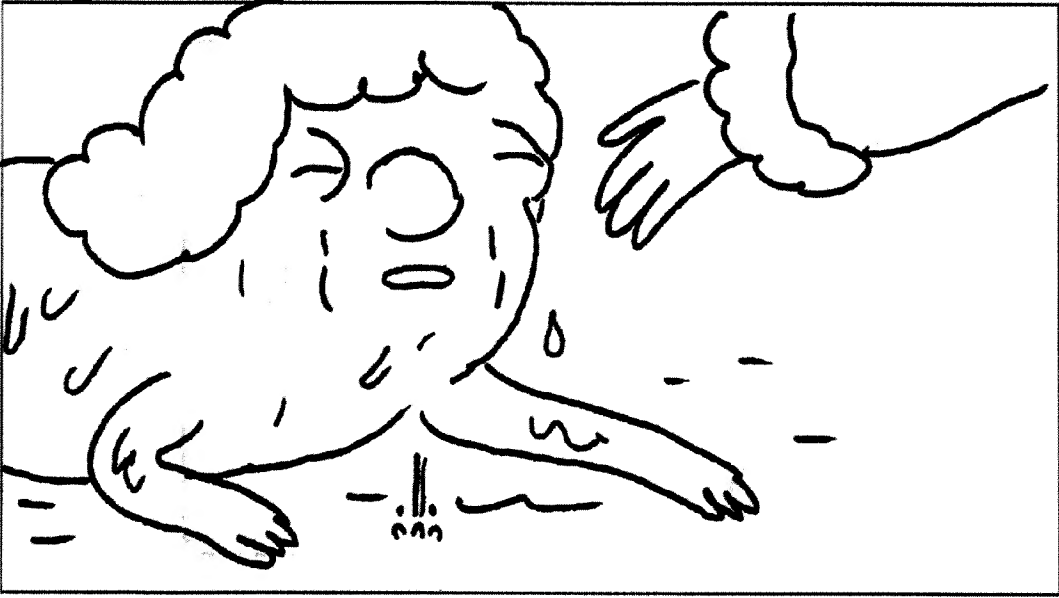
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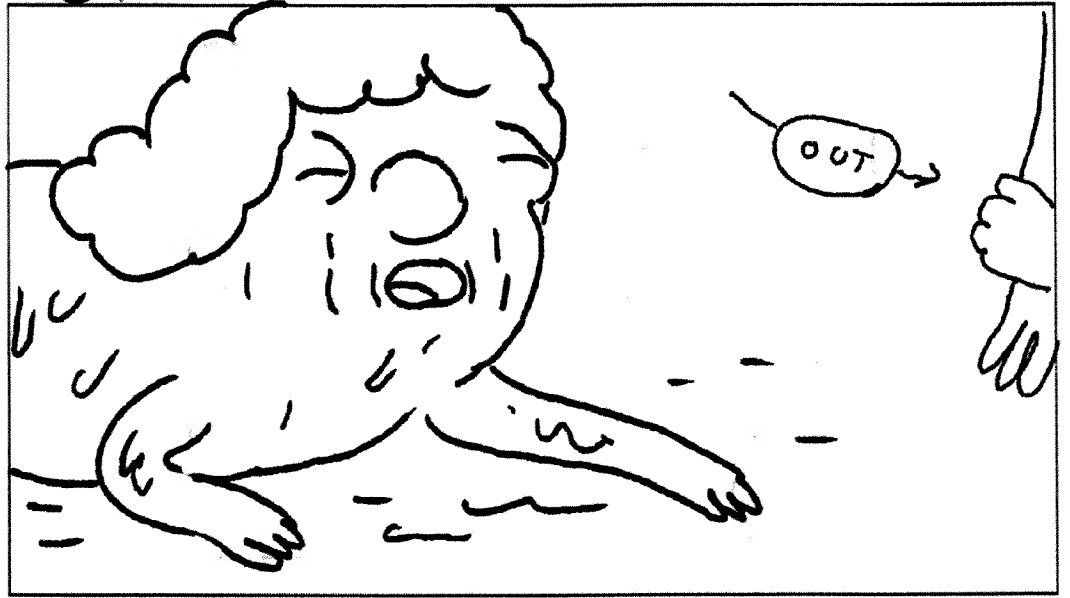


Page 7

Sc. 3 CONT Pnl. B Bg. day night



Sc. 3 CONT Pnl. C Bg. day night



Dialog:	
(P) HEY, THAT'S BETTER!	(LH) .. WHO ARE YOU.
Action:	
- LH LIFTS HEAD	
Timing:	

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Production :

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ADVENTURE TIME

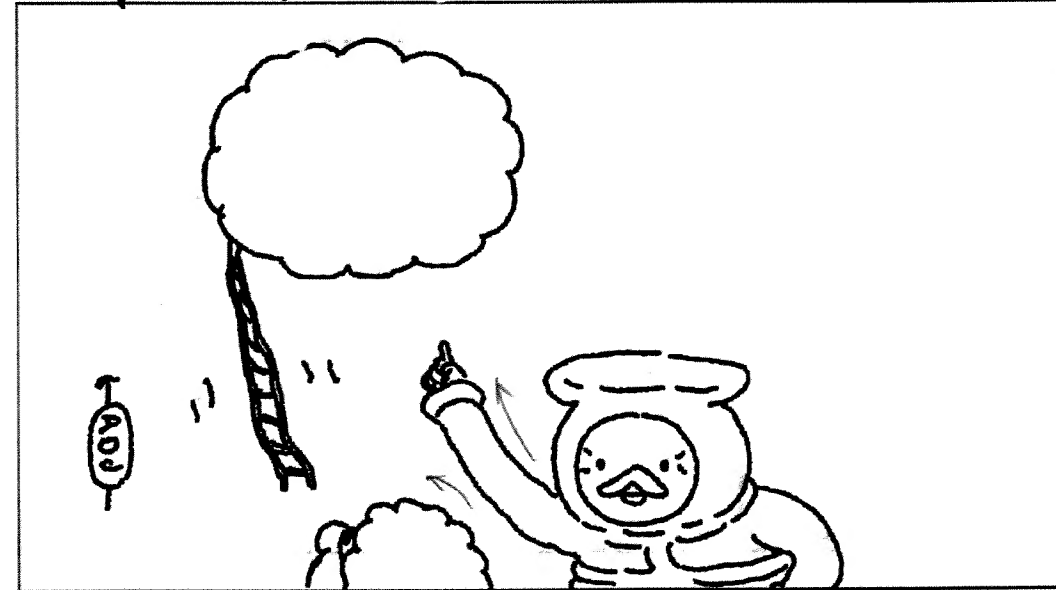


Page **B**

Sc. **4** Pnl. **A** Bg. day night



Sc. **4 CONT** Pnl. **B** Bg. day night

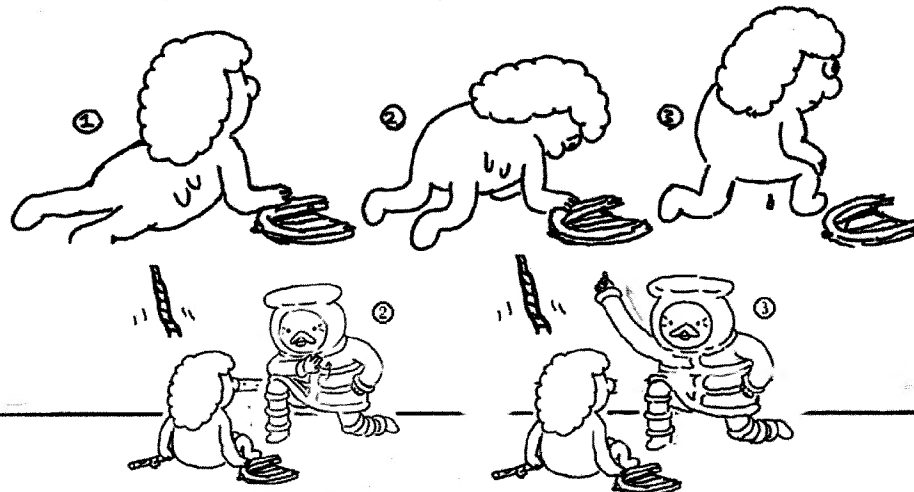


Dialog:
(PH-B) MY NAME'S PHANNEL BOXINGDAY AND I'VE BEEN WATCHING YOU AND YOUR HARD, HOT, LIFE IN THIS DESERT FROM UP THERE,

(PHB) IN MY CLOUD-TRAWLER!

Action:
 - LH SITS UP.

Timing:



- PB POINTS UP
- LH TURNS HEAD
- ADJ. W/PB'S ACTION.

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ADVENTURE TIME



Page 9

Sc. 4 CONT Pnl. C

Bg.

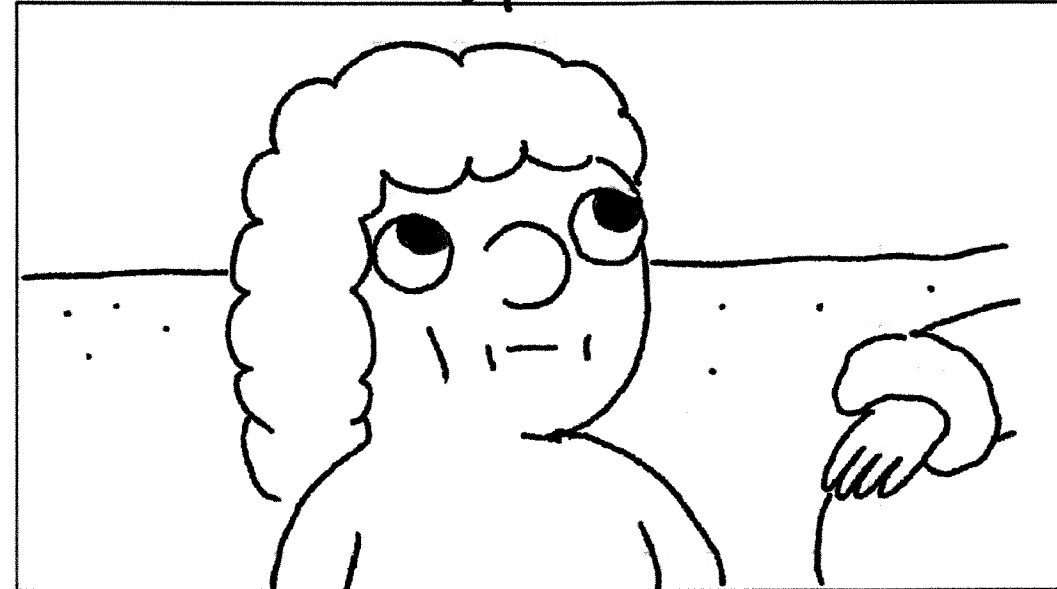
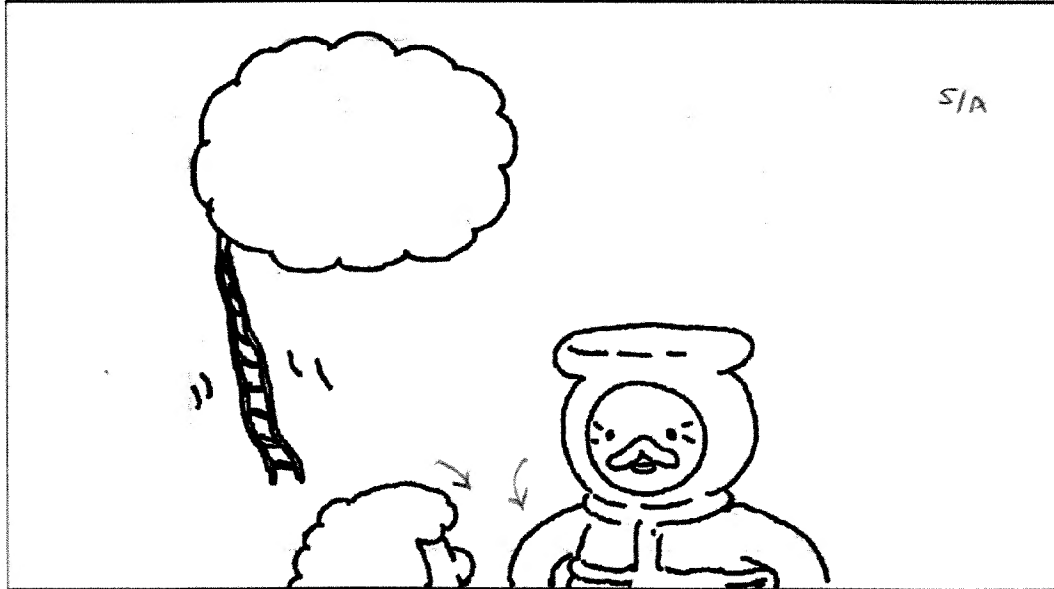
day night

Sc. 5

Pnl. A

Bg.

day night



Dialog:

(PH.B) I THOUGHT YOU MIGHT NEED
A HAND.

(LH) MMM HMM.
(NON COMMITTAL)

Action:

Timing:

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ADVENTURE TIME



Page 10
10A NEXT
day night

Sc. 6

Pnl. A

Bg.

day night

Sc.

6 cont

Pnl.

B

Bg.



Dialog:

(PHB) / KID, TRUTH BE TOLD YOU'RE
LOOKING A LITTLE RAW. YOU'RE
TOTALLY FREE TO COME HANG OUT

(PH.B) / WITH ME UNTIL YOU'RE FEELING
STRONGER.

Action:

Timing:



S.P. ①
AUG 02 2013

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ADVENTURE TIME



Sc. 7

Pnl. A

Bg.

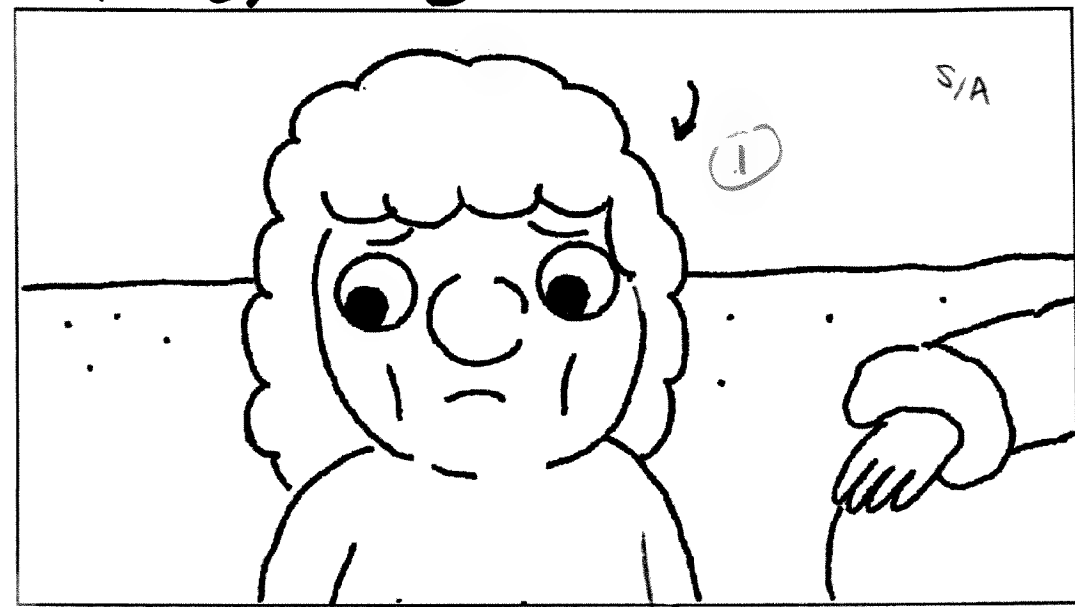
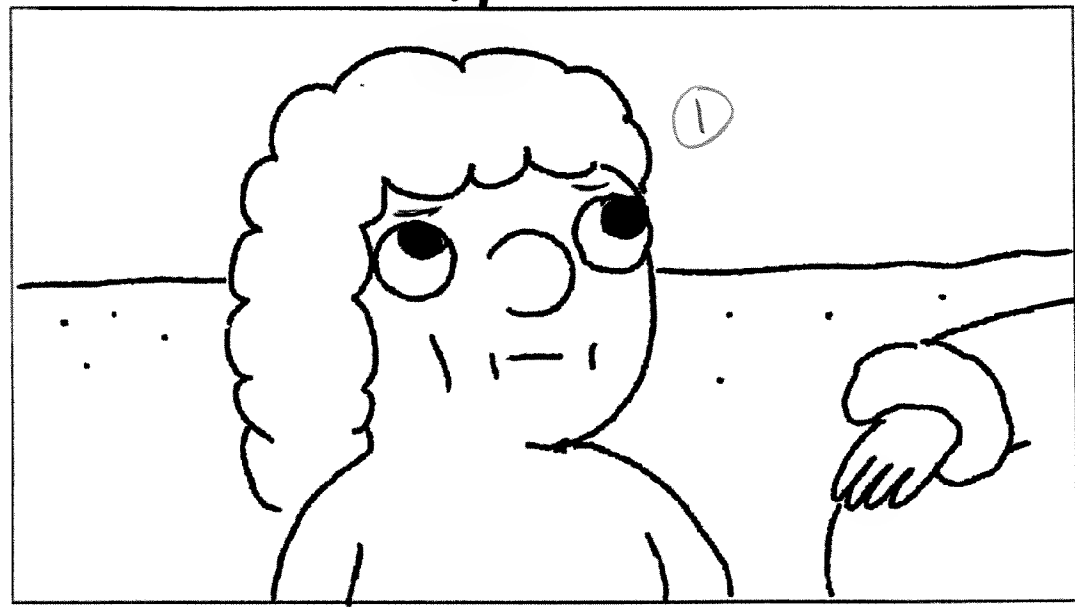
day night

Sc. 7 cont

Pnl. B

Bg.

Page 10A
11 NET
day night



Dialog:	LH: mmmm	PHB: ^(o/s) <u>IT'S YOUR CHOICE.</u>
Action:	S.P. ②	- LH LOOKS AWAY
Timing:		② AUG 02 2013

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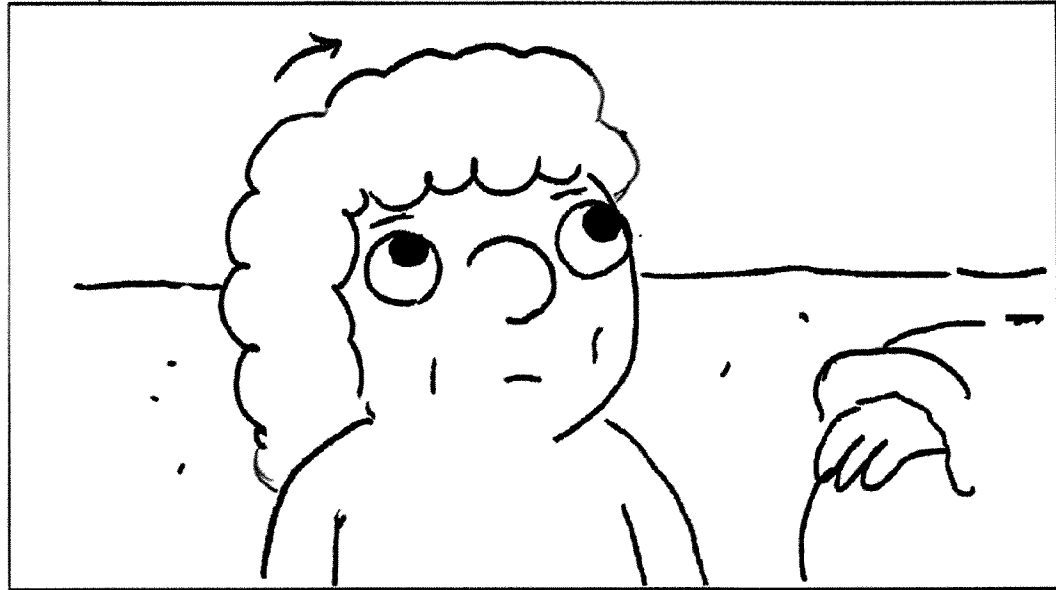


Page 11
11A NEXT
day night

Sc. 7 CONT Pnl. C

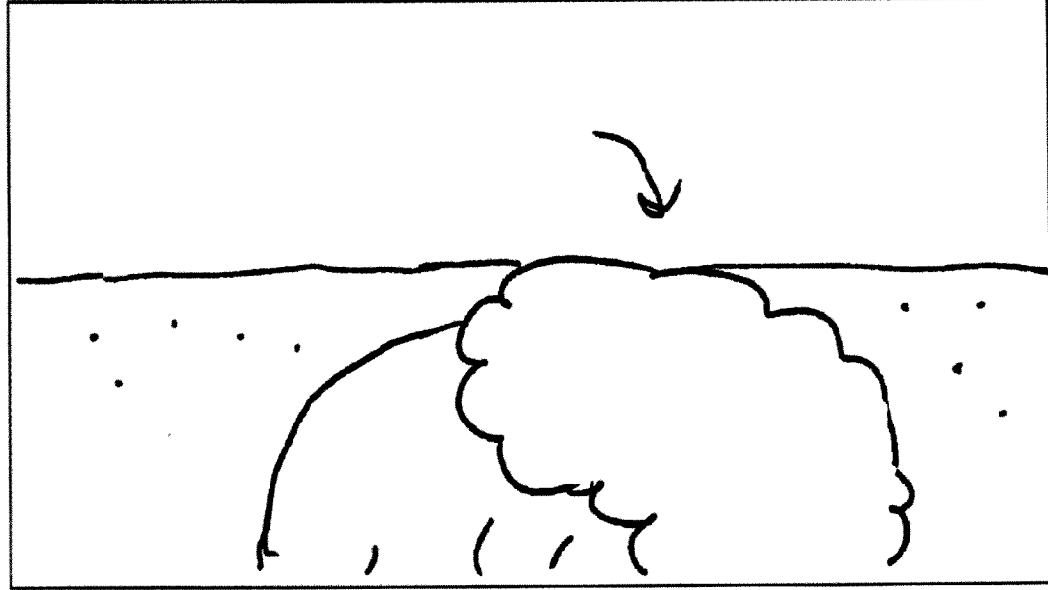
Bg.

day night



Sc. 7 CONT Pnl. D

Bg.



Dialog:		
Action: -LH PERKS UP AT "YOUR CHOICE." -LH LEANS FORWARD		
Timing:		
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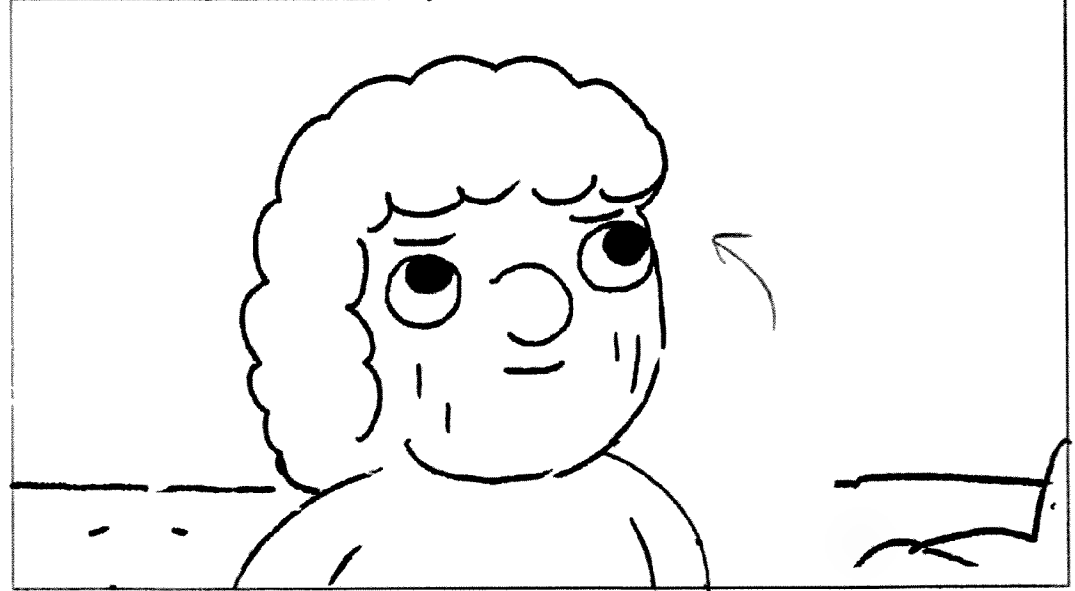


Page 11A
12 NEXT
day night

END

Sc. 7 CONT Pnl. E Bg.

Sc. 7 CONT Pnl. F Bg.



PAN
↑

(START)

Action:
- LH STANDS UP
- PAN W/ ACTION

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Timing:

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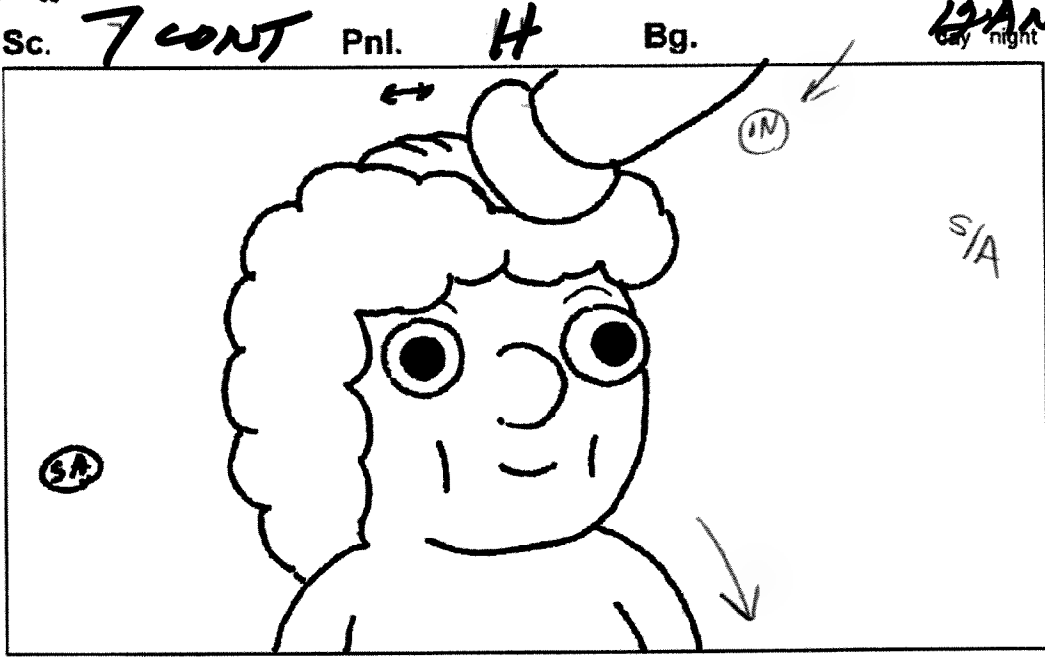
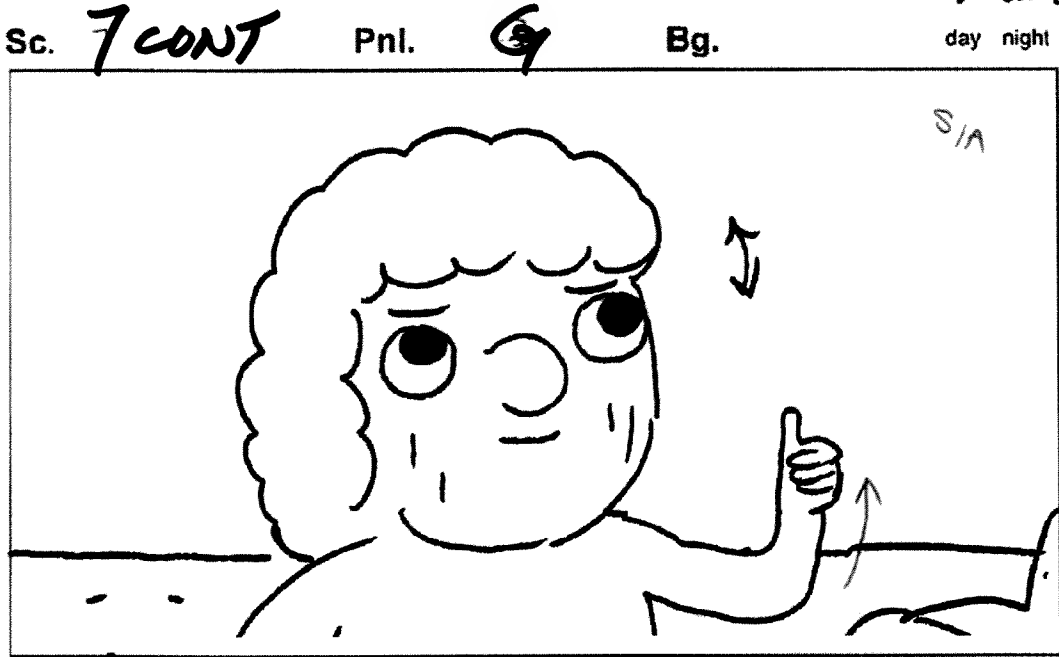
1014/157

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ADVENTURE TIME



Page 12
22 NEXT
day night



Dialog:

Ⓟ LET'S GO, DUDE

Action:

-LH NODS, THUMBS UP.

-PHIANNEL TOUSLES LH'S HAIR
(SAME AS PB TOUSLING AUG 02 2013
HS HAIR IN SC. 38 OF PART I)

Timing:

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ADVENTURE TIME

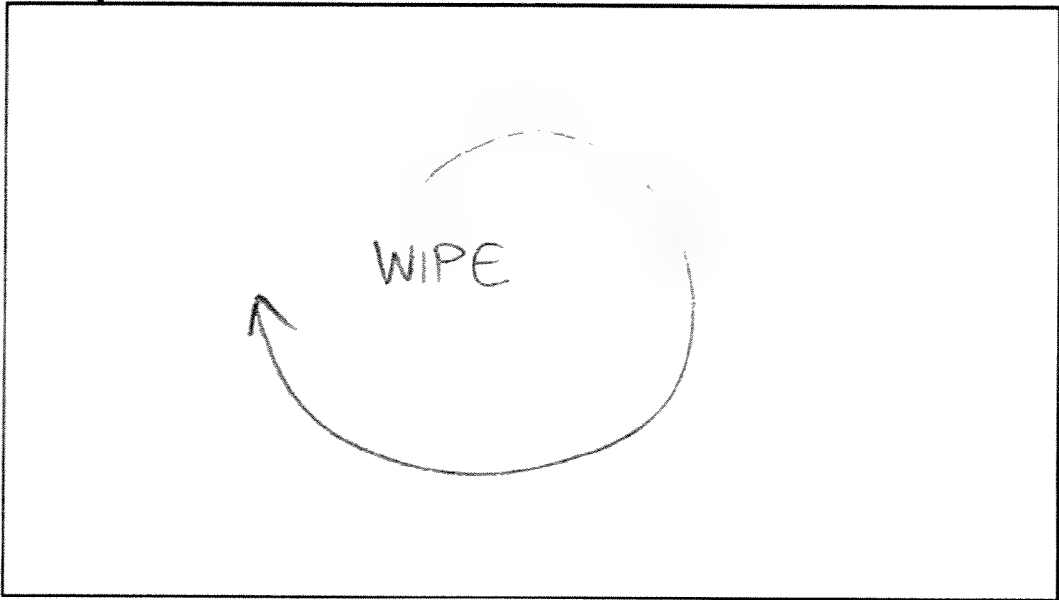


Sc. 7 CONT

Pnl.

Bg.

day night

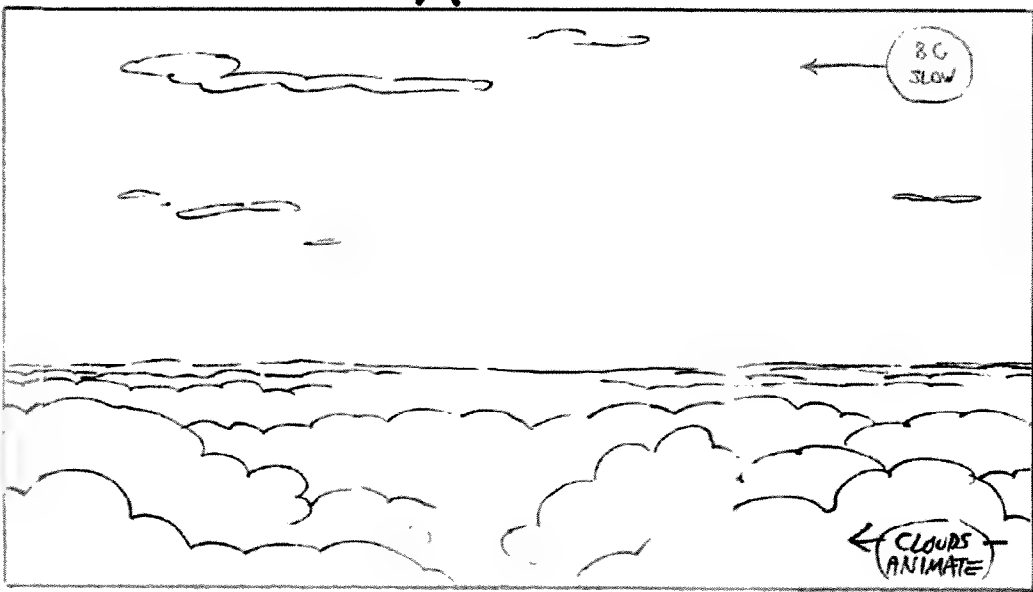


Sc. 8

Pnl. A

Bg.

Page 12A
13 NEXT
day night

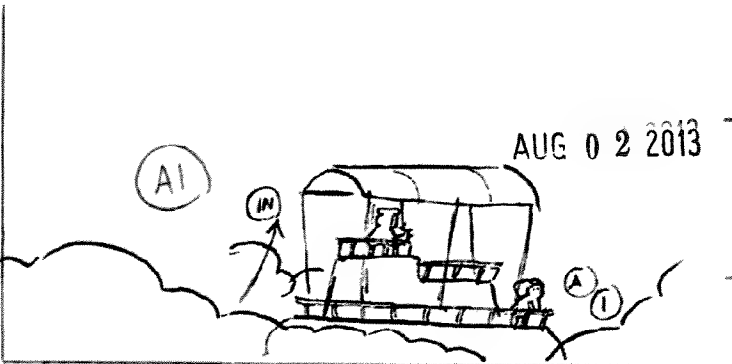


Dialog:

Action:

- TRAWLER RISES
ON / S

Timing:



EPISODE #

Production :



ADVENTURE TIME

Page **13**

Sc. **8 CONT** Pnl. **B**

Bg.

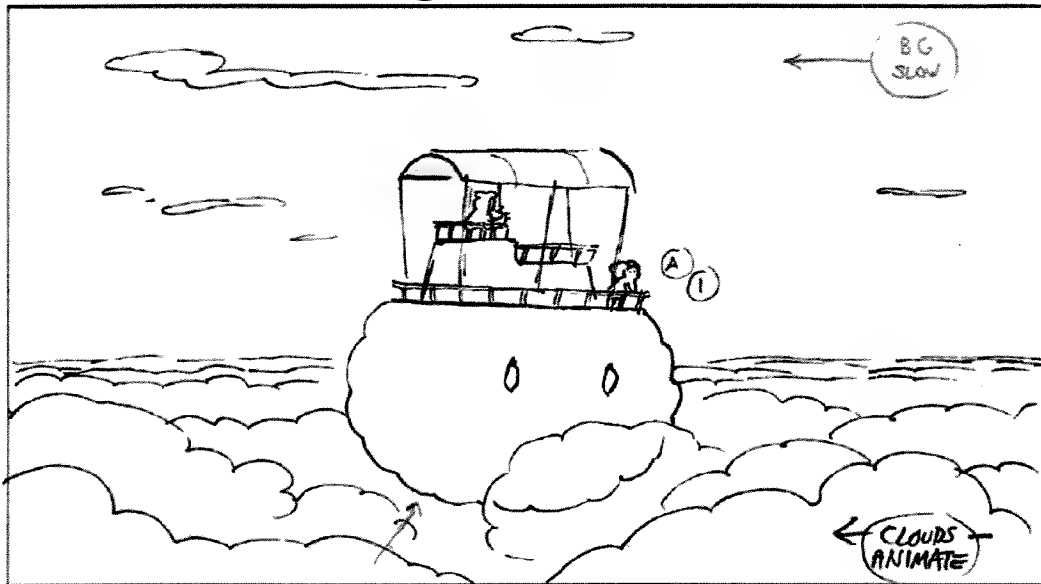
day night

Sc. **9**

Pnl. **A**

Bg.

day night



Dialog: **PHCANNE:** Sooo... read any good books lately?...

LH: I can't read.

Action: - TRAVEL SLOWLY THROUGH CLOUDS.

B hair waves in breeze.

clouds slowly pass / hair waves in breeze

Timing:

(2)
Turns to hear question.

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Production :



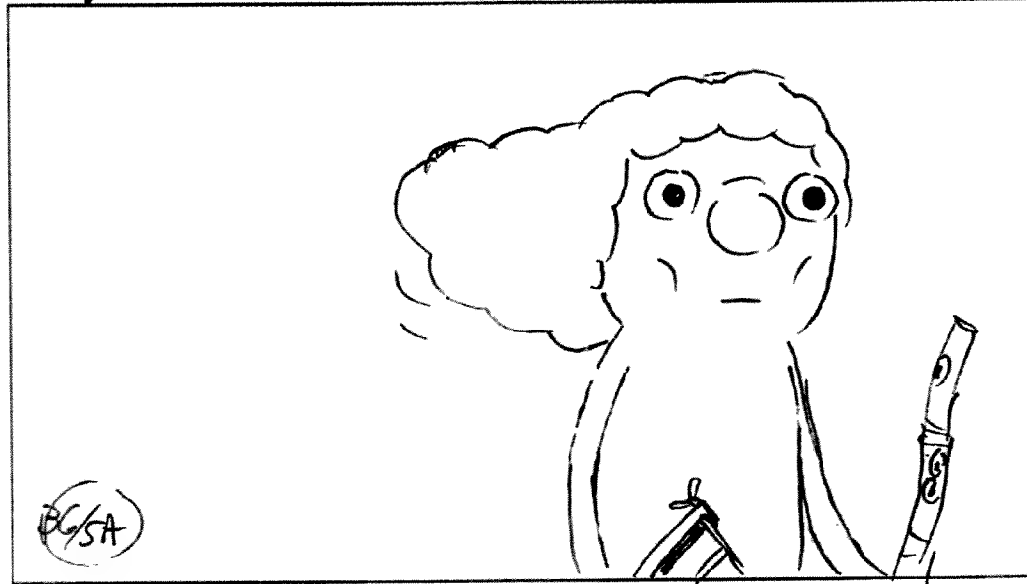
ADVENTURE TIME

Page 14

Sc. 9 CONT Pnl. B Bg. day night



Sc. 9 CONT Pnl. C Bg. day night



Dialog: (LH) They tried to teach me in school but I just faked it.

(PHLANNEL) euhhh...
(TO SELF a bit)

Action:

CYCLE:
hair blows
up +
settles down

Timing:

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Production :

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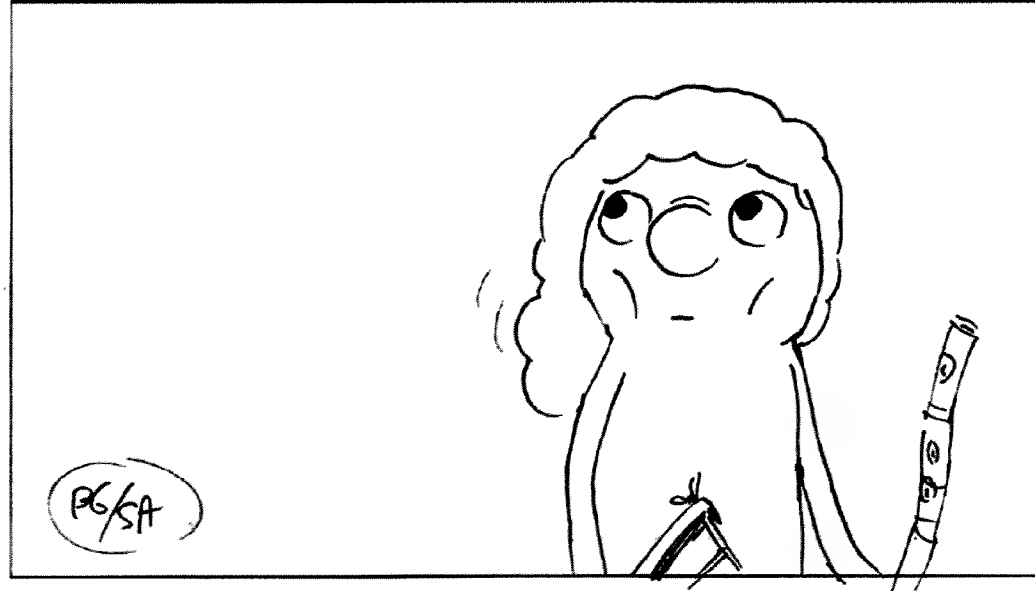
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ADVENTURE TIME

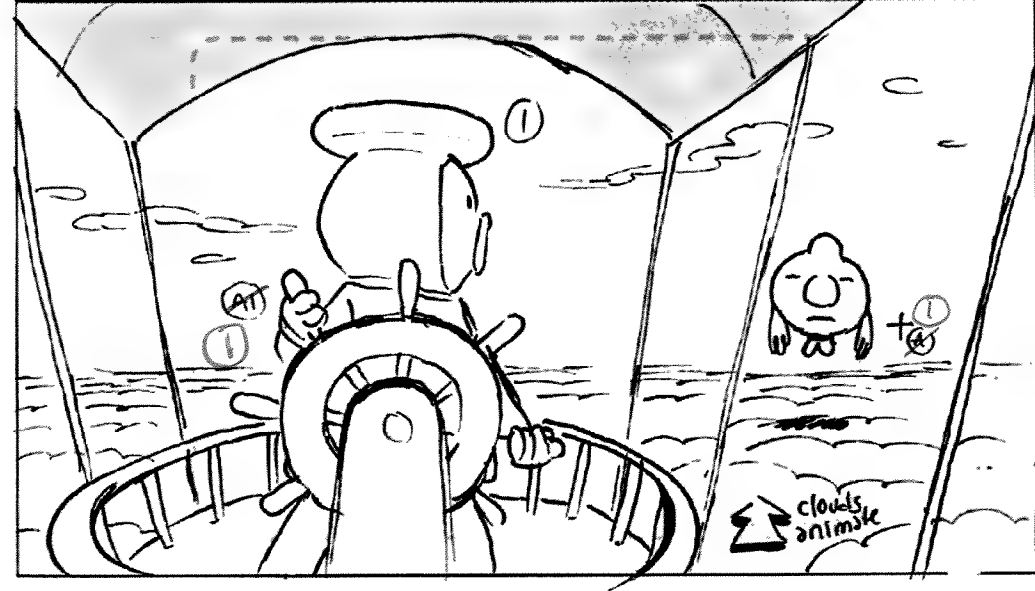


Page **15**

Sc. **9 CONT** Pnl. **D** Bg. day night



Sc. **10** Pnl. **A** Bg. day night



Dialog: **PHLANNEL:** Uh-oh! Hold that thought buddy, →

PH: ① Looks like ② a greedland's picked up our scent... →
Dangit he's a fast one...

Action:

Timing:



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Production :

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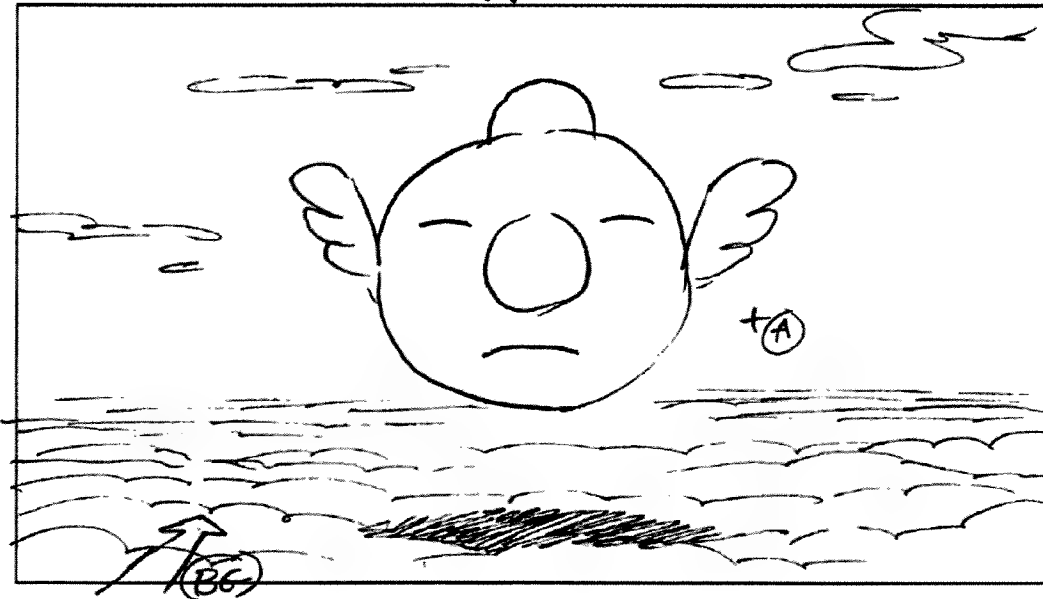
1014/157

ADVENTURE TIME

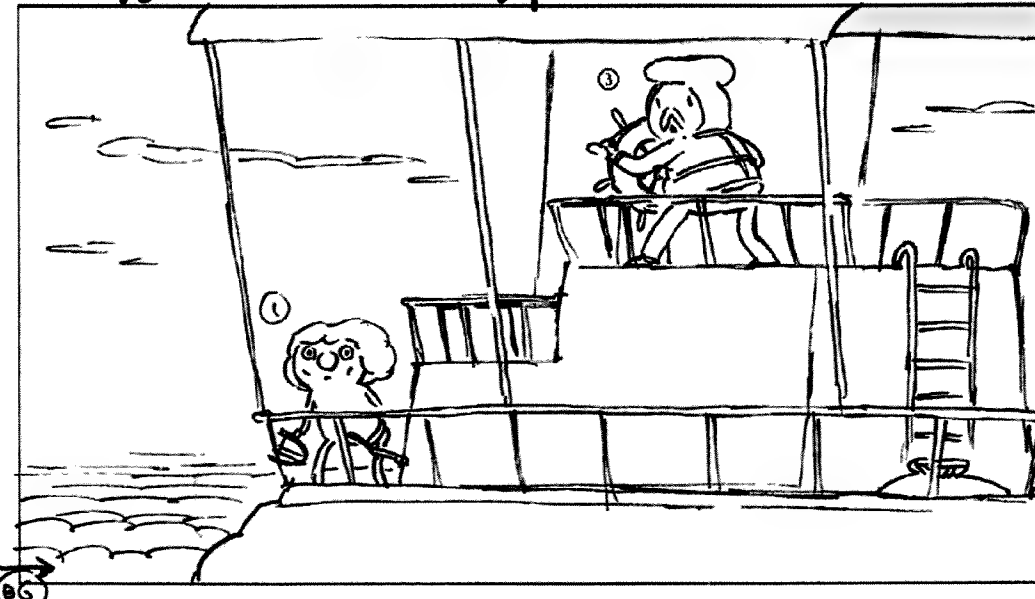


Page **16**

Sc. **H** Pnl. **A** Bg. day night



Sc. **12** Pnl. **A** Bg. day night

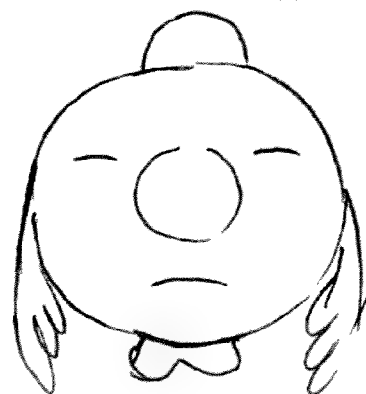


Dialog: **PHLANNE** O.S.
We can't outrun 'im, but
maybe we can drive him off.

(PH): I need you to play that
flute of yours Lemonhope.

Action: flying cycle

Timing:



-hair
waves in
breeze



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ADVENTURE TIME

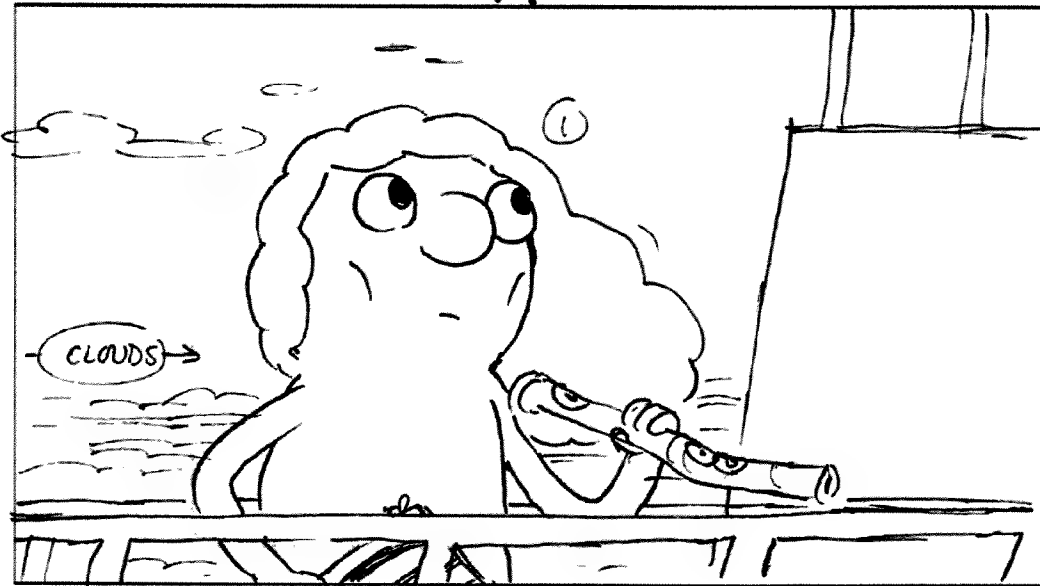


Page 17

Sc. 13 Pnl. A Bg. day night



Sc. 14 Pnl. A Bg. day night



Dialog:

(PH:) I saw how you wrassled those scorpions before -

(PH:) OS NOW PLAY THAT FLUTE WITH ALL YOUR MIGHT!

Action:

Timing:



- hair waves in breeze
- clouds pan across



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EPISODE #

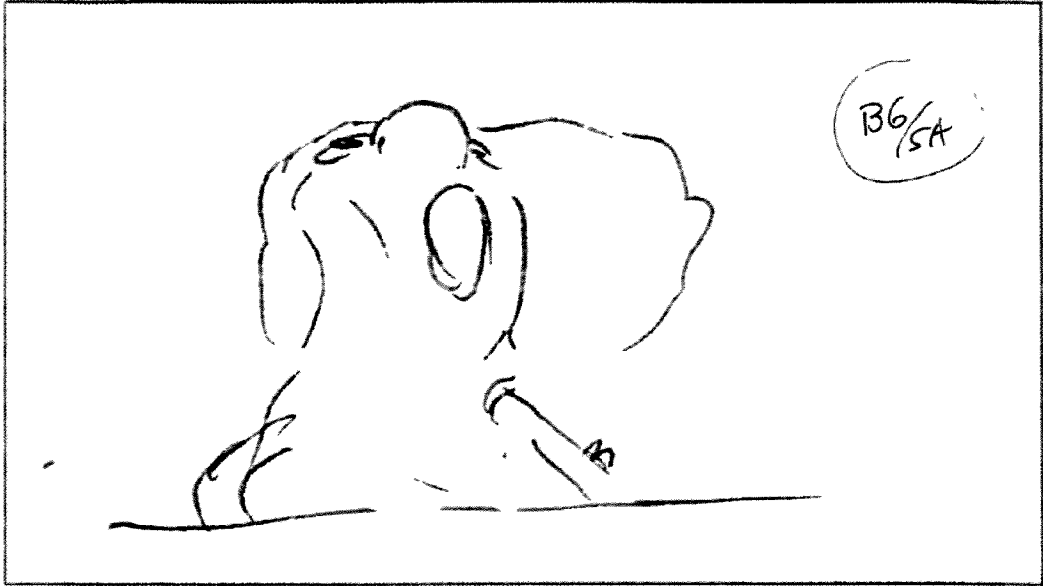
Production :

ADVENTURE TIME



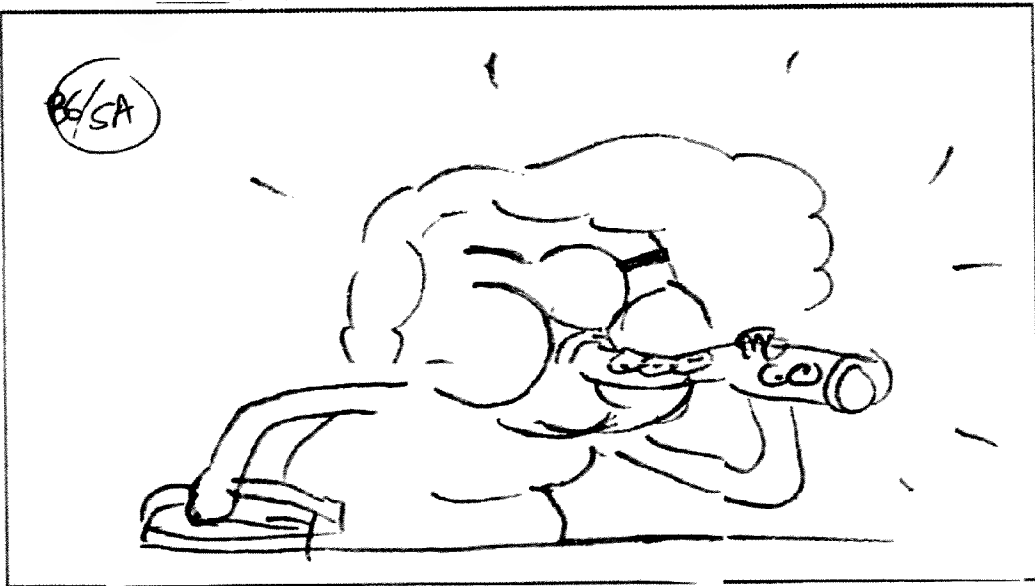
Sc. 14 *CONT* Pnl. *B* Bg.

day night



Sc. 14 *CONT* Pnl. *C* Bg.

Page *18*
18A NEXT
day night



Dialog:	<i>(LH) * INHALE *</i>	<i>(SFX:) * SKRONK!! *</i>
Action:	<i>Lemonhope blows flute with all his might.</i>	
Timing:		

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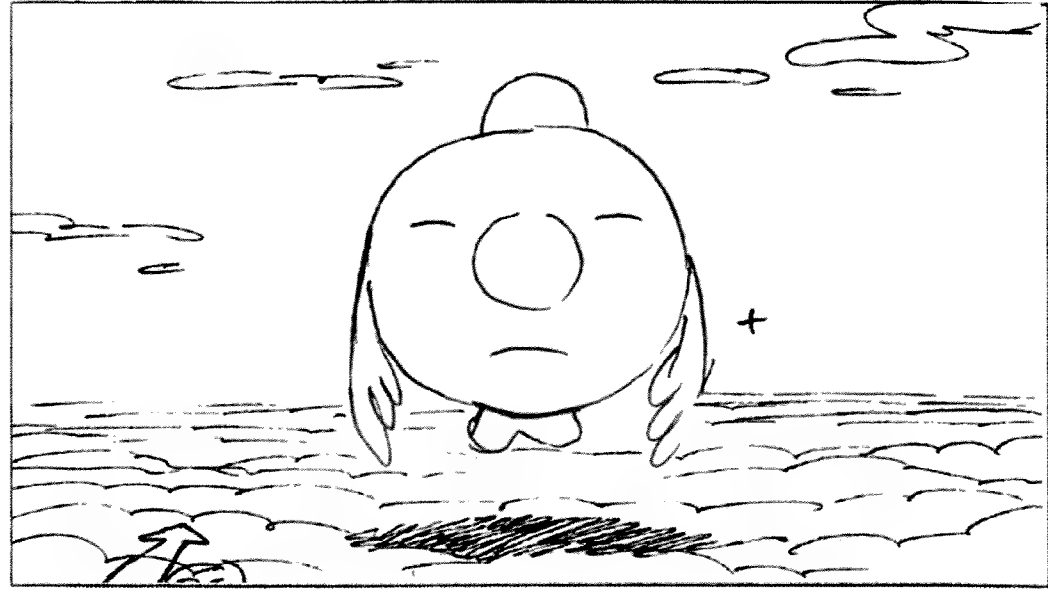
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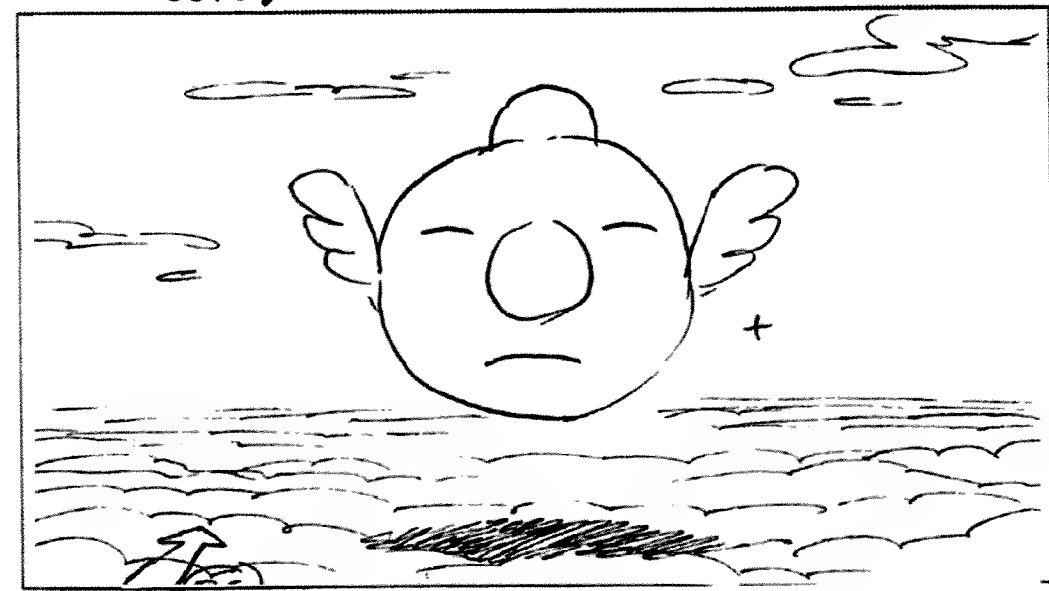


Page 18A
19NEXT
day night

Sc. 15 Pnl. A Bg. day night



Sc. 15 *cont* Pnl. A1 Bg. day night



Dialog:
Action:
Timing:

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Page **19**

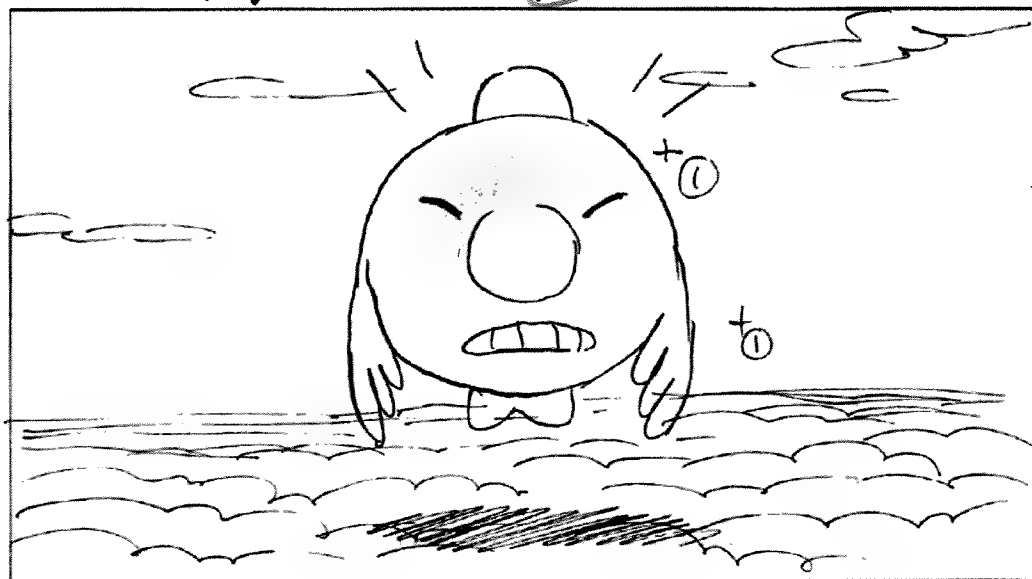
Sc. **15 CONT**

Pnl.

B

Bg.

day night



Sc.

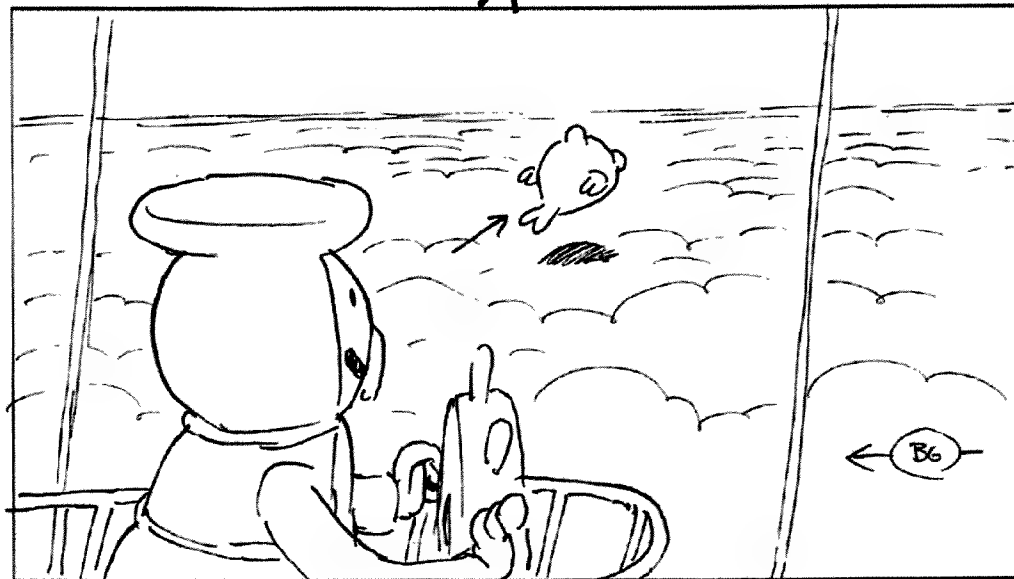
16

Pnl.

A

Bg.

day night



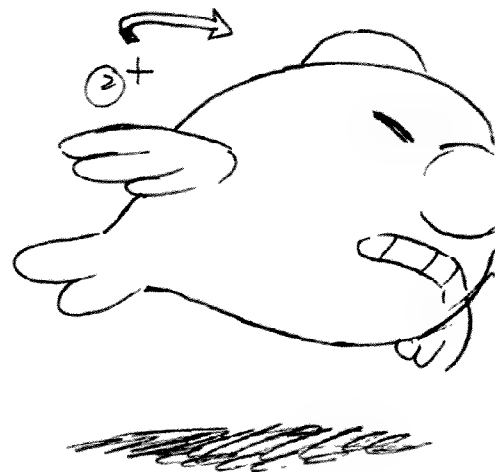
Dialog:

SFX: *SKRONK
SKRONK
SKRONK!*

Action:

Angry monster
flies away from
Elute noise

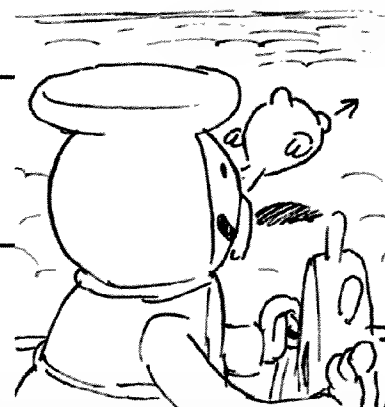
Timing:



PHLANNEL :) KEEP it up Lemonhope,
it's working!

- GREED LARD FLIES AWAY AT AN ANGLE.

S.P.



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ADVENTURE TIME

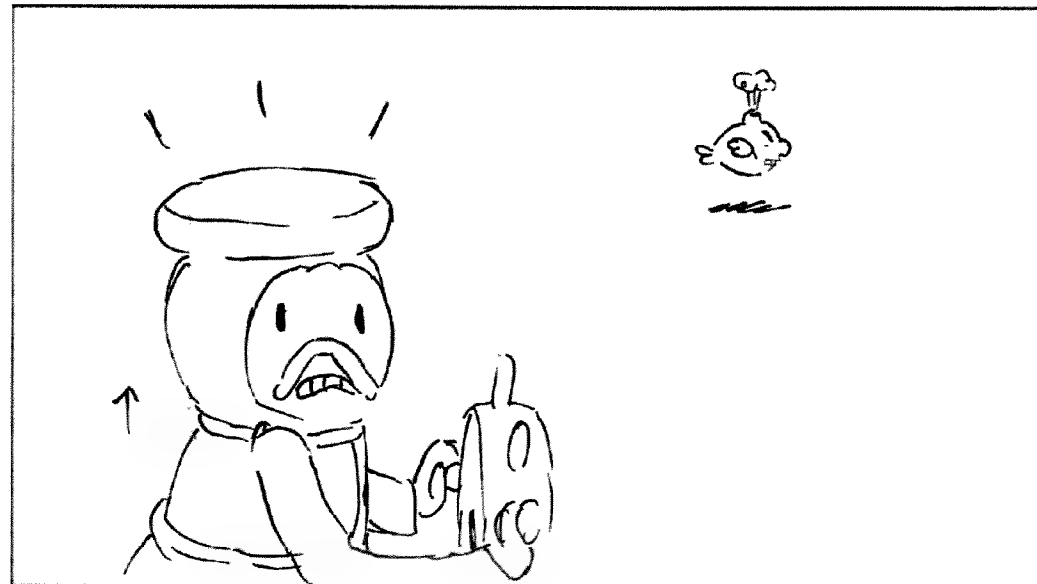


Page 20
day night

Sc. 16 *CONT* Pnl. *B* Bg. day night



Sc. 16 *CONT* Pnl. *C* Bg. day night



Dialog: (PH:) He's turning off.

(SFX:) * FOGHORN HONK *

Action: Monster blows air out of blowhole

Timing:

AUG 0 2 2013

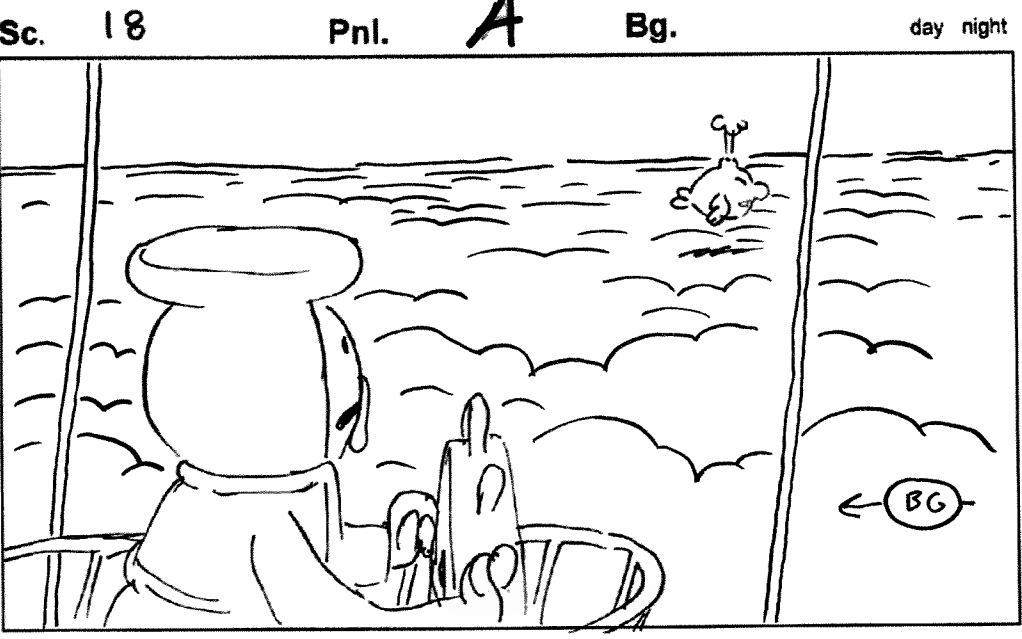
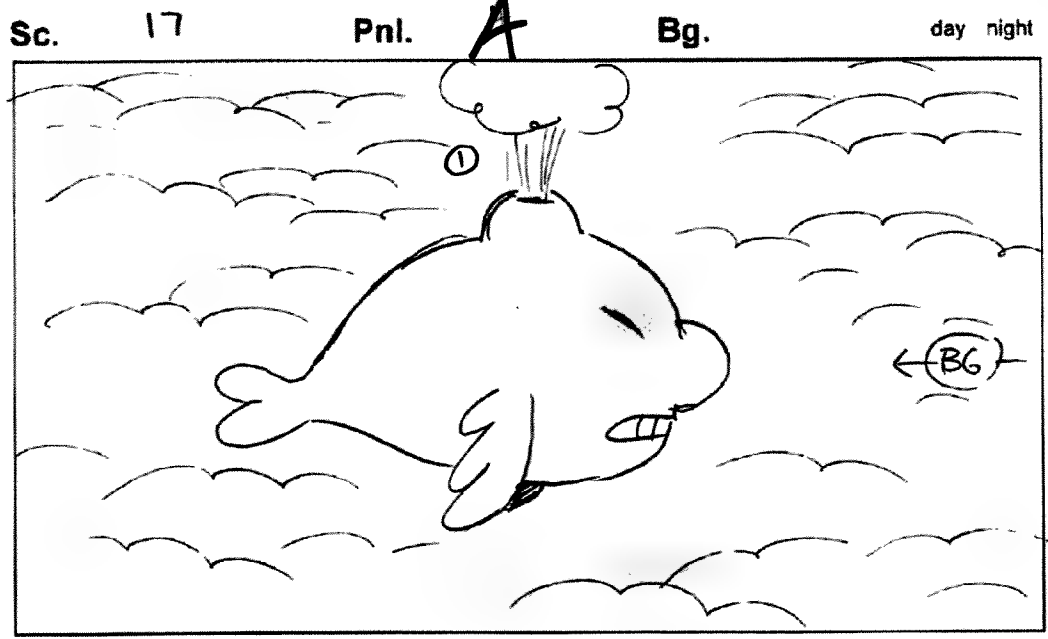
EPISODE #

Production :

ADVENTURE TIME



Page 21



Dialog:	(PH) LAMNEL (OS) No - wait - → (SFX) *HONK HONK*	(PH) (cont) → he's mad - we've enraged him. (SFX) *HONK!*
Action:	CYCLE ①, ②, ①, ② etc.	
Timing:		

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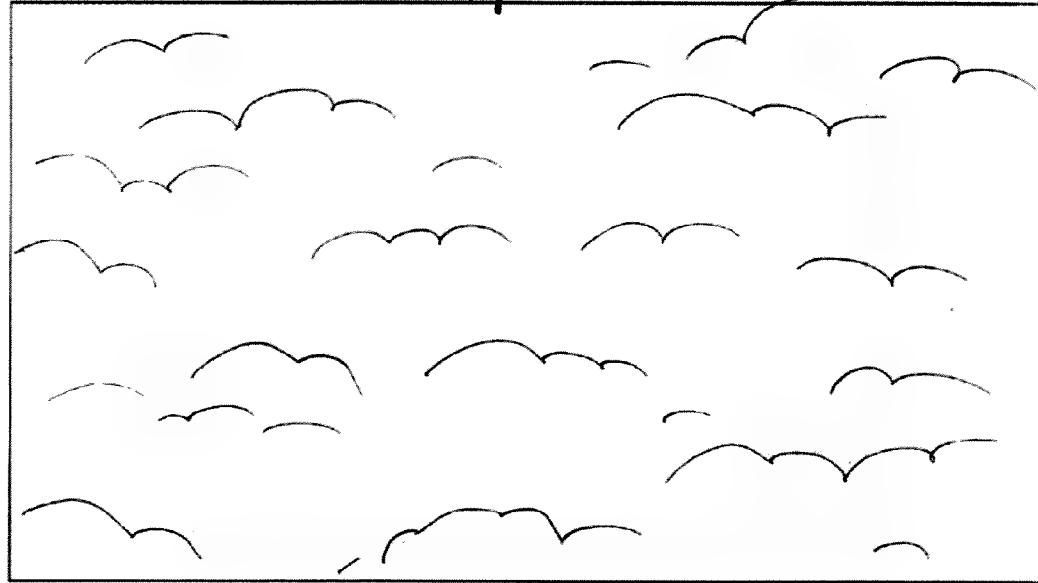
1014/157

ADVENTURE TIME

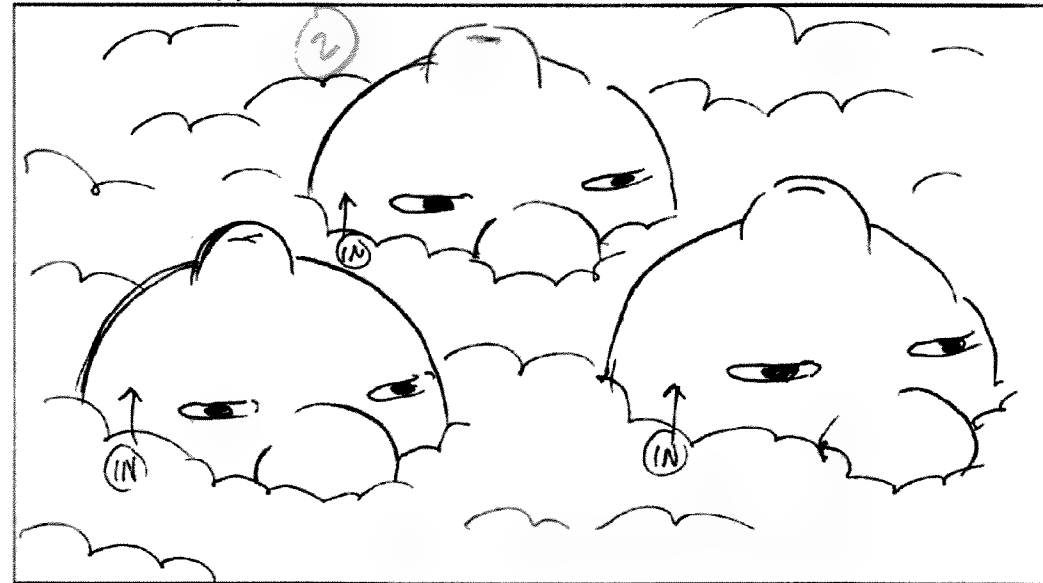


Page **22**

Sc. **19** Pnl. **A** Bg. day night



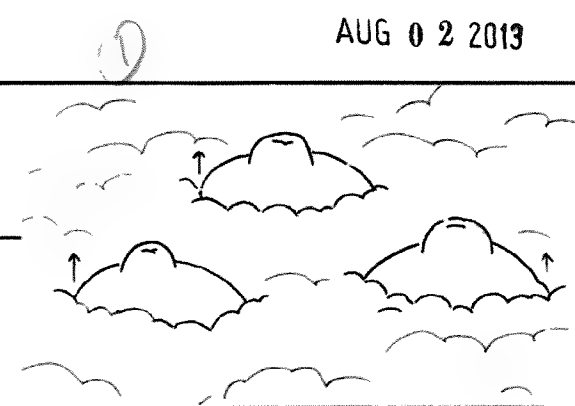
Sc. **19 CONT** Pnl. **B** Bg. day night



Dialog: SFX: HONK HONK
 (PHLANNEL) (OS) He's calling his pack!
 AUG 02 2013

Action: monster pack rises up out of clouds

Timing: SP



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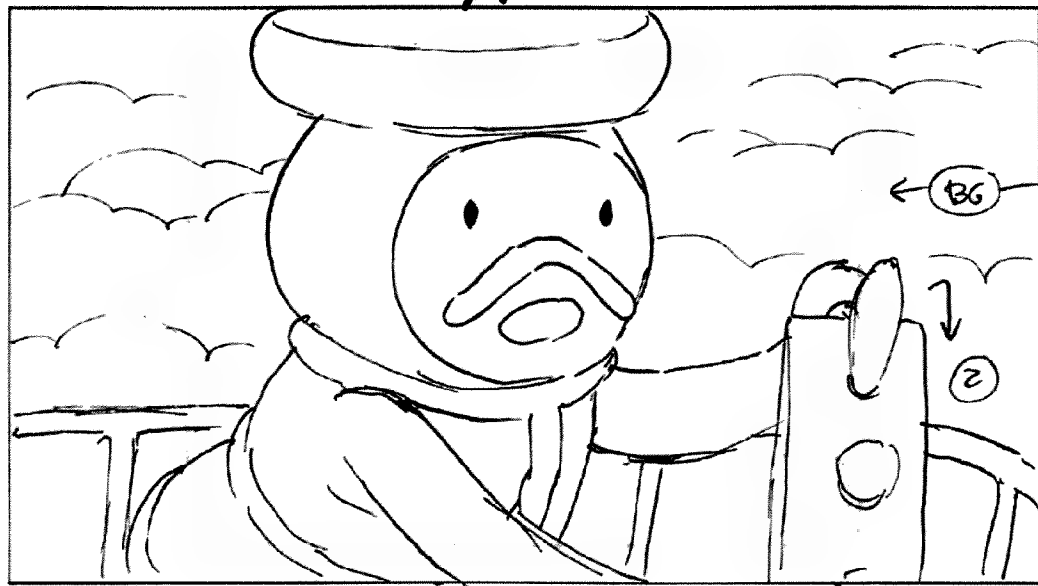
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ADVENTURE TIME

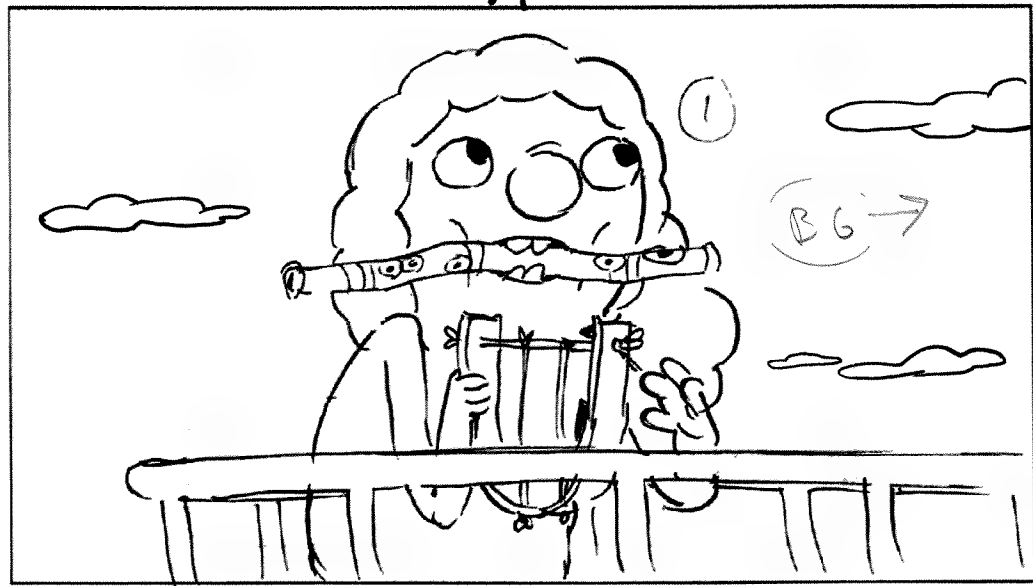


Page **23**

Sc. 20 Pnl. **A** Bg. day night



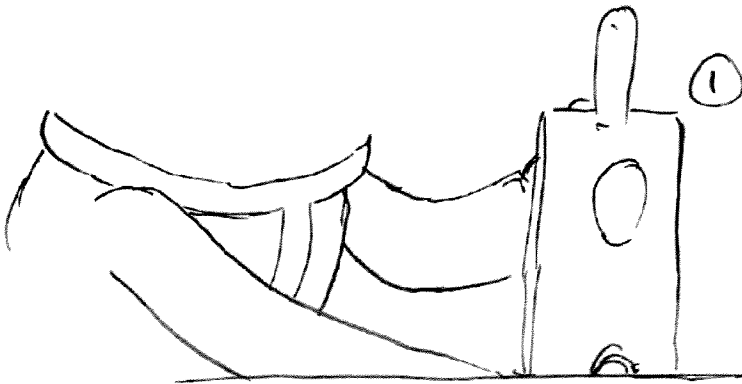
Sc. 21 Pnl. **A** Bg. day night



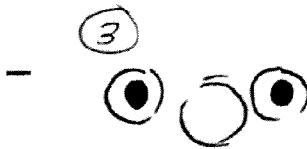
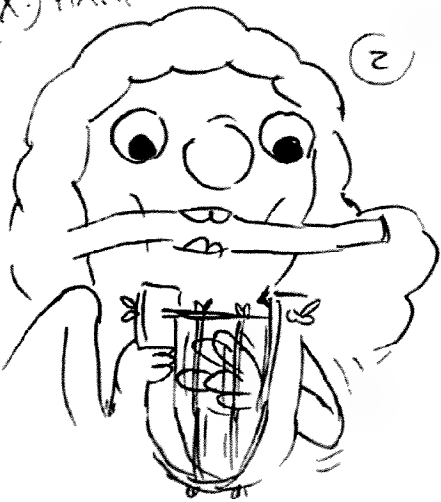
Dialog: (PH:) The harp Lemon hope! ->

Action:

Timing:



(PH) (OS) Quick quick quick quick!
(SFX:) HARP MUSIC GLISSANDOS



AUG 0 2 2013

- Begins playing harp

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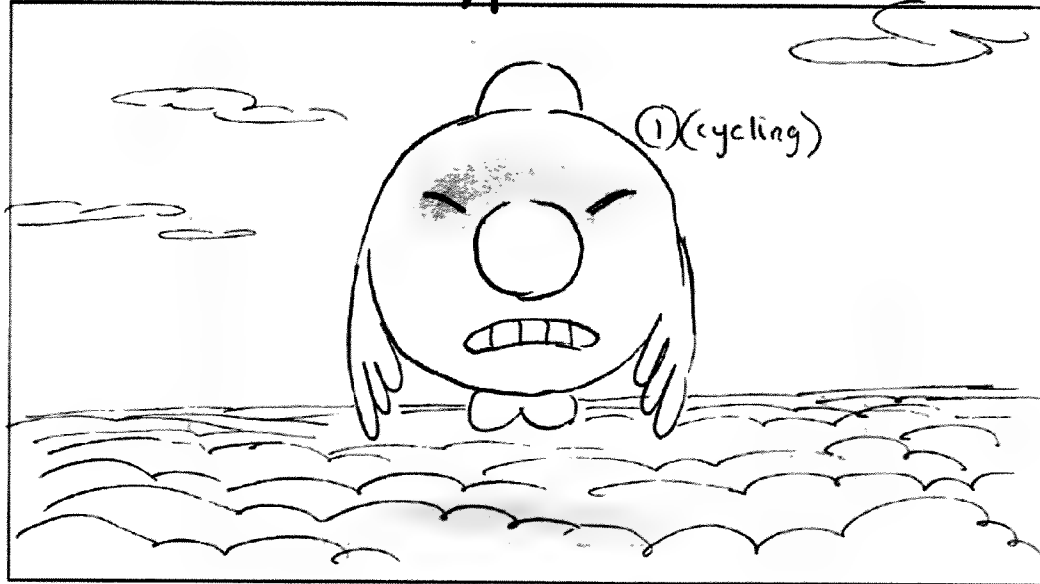
Page **24**

Sc. 22

Pnl. **A**

Bg.

day night

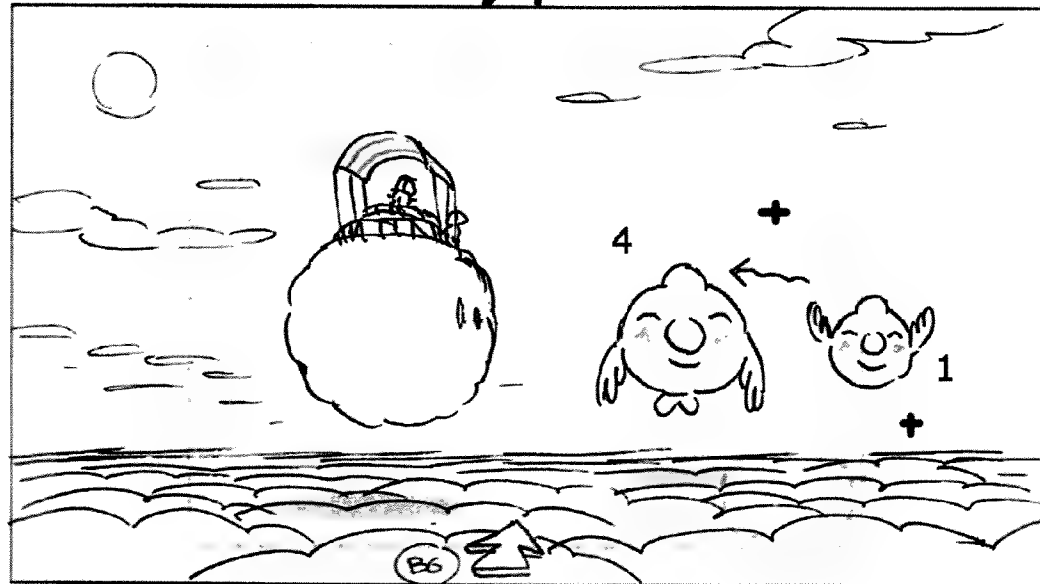


Sc. 23

Pnl. **A**

Bg.

day night



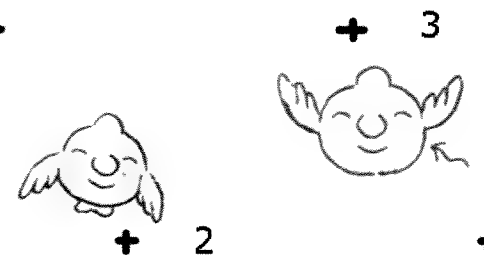
Dialog: (SFX:) Harp music

(PH:) we'll lure the beast into the rocks.'

Action: Monster becomes happy from music

Monster is attracted to music on the ship AUG 02 2013

Timing:



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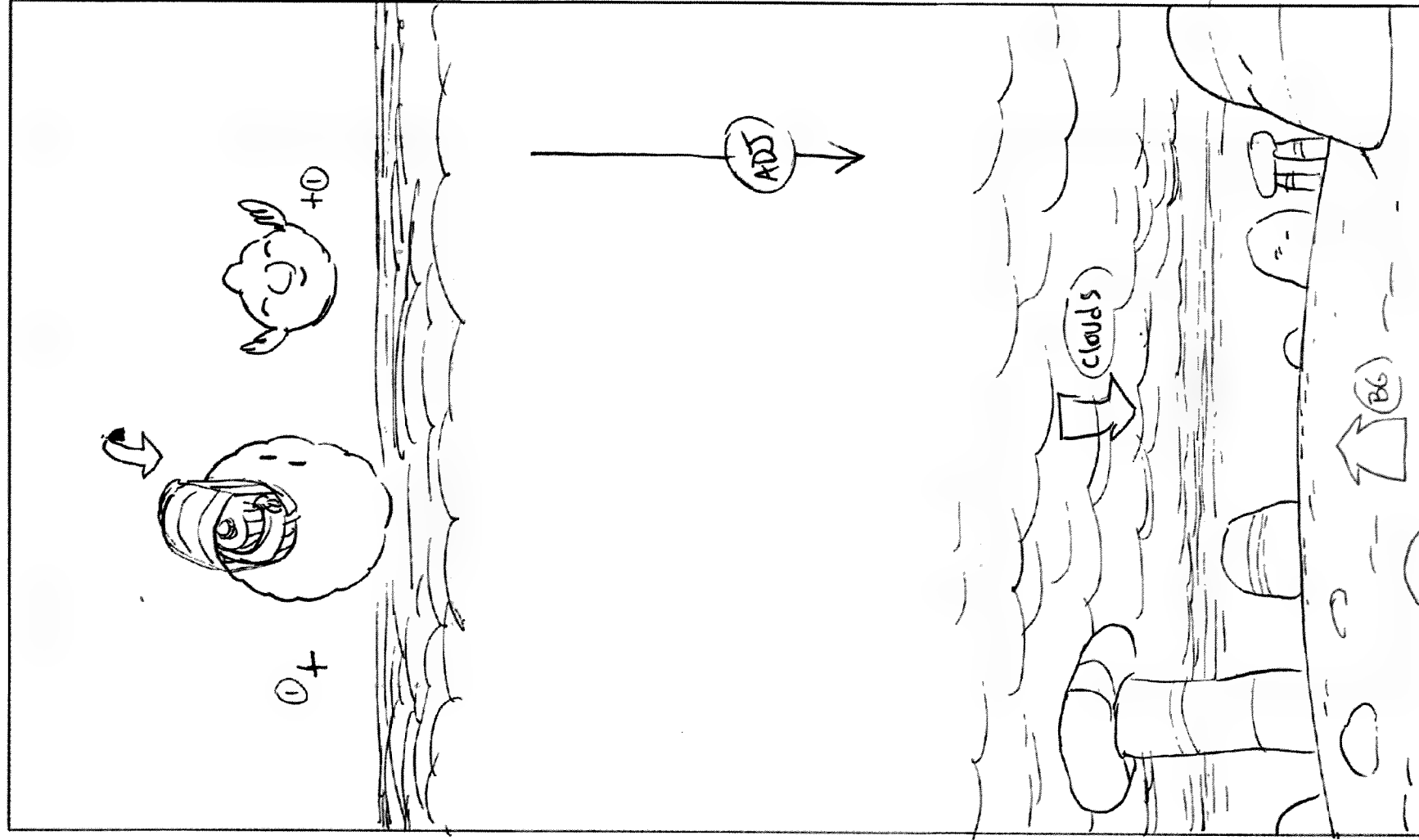
Sc. 23 Pnl. B Bg. day night

ADVENTURE TIME

Sc. 23 *cont* Pnl. *B* Bg.



day night



Dialog:			
Action:			
Timing:			

AUG 02 2013

Production :

EPISODE #

Bg *25*

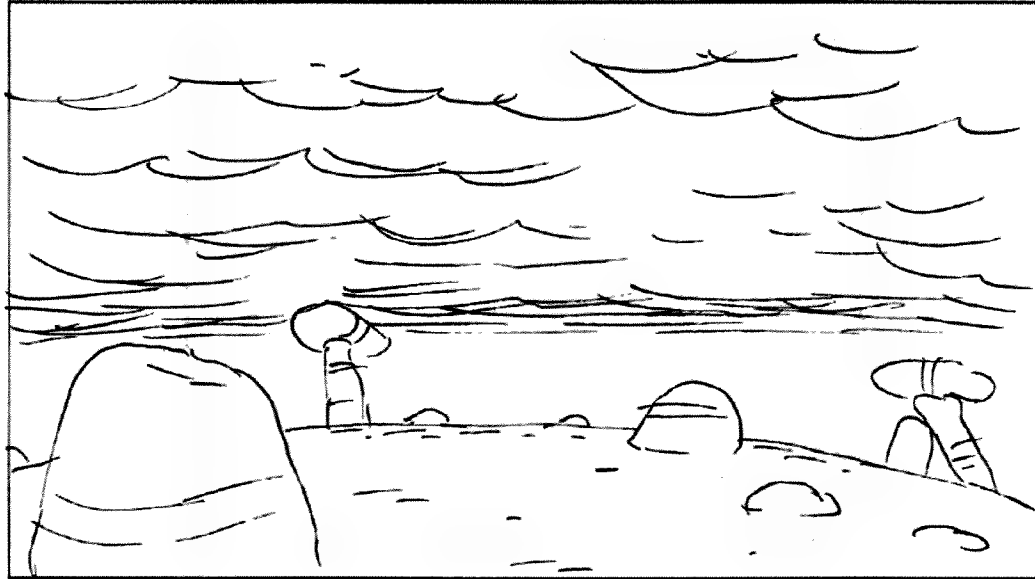
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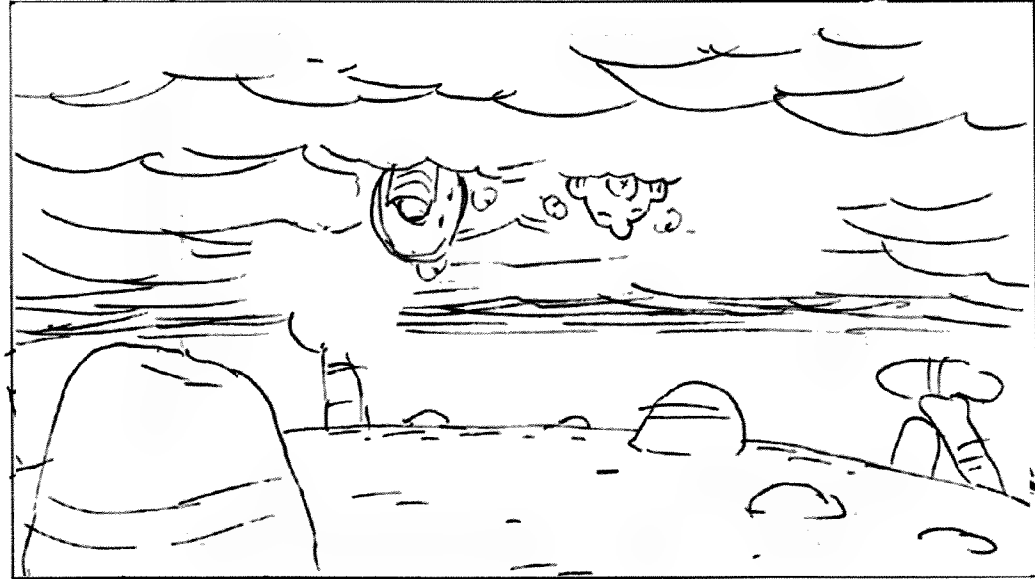
ADVENTURE TIME



Sc. 23 *CONT* Pnl. *C* Bg. day night



Sc. *23 CONT* Pnl. *D* Bg. day night



Page *26*
26A NEXT

Dialog:

Action:

Timing:

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ADVENTURE TIME



Page 26A

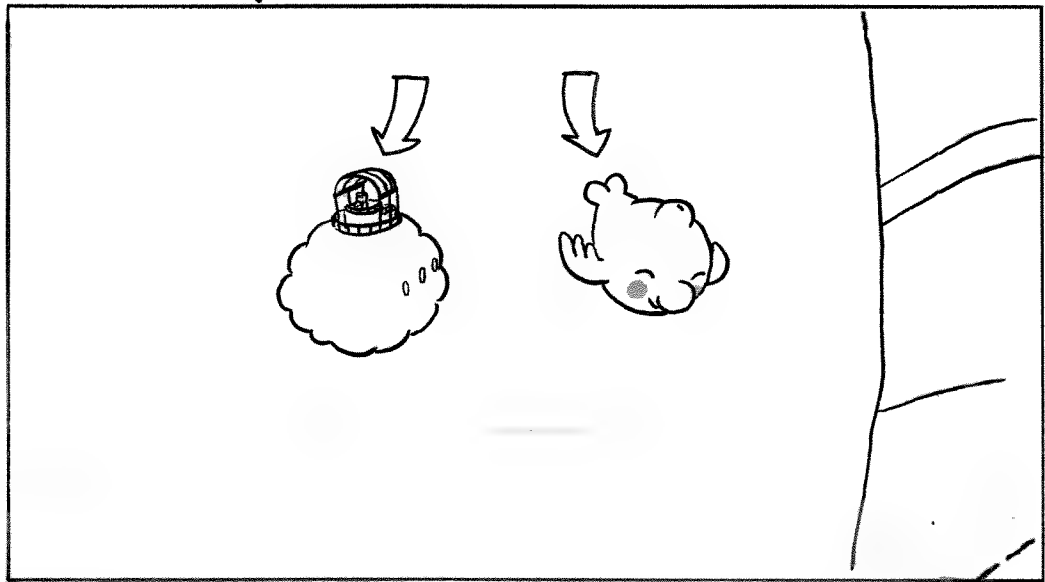
26B NEXT

Sc. 23 CONT

Pnl. E

Bg.

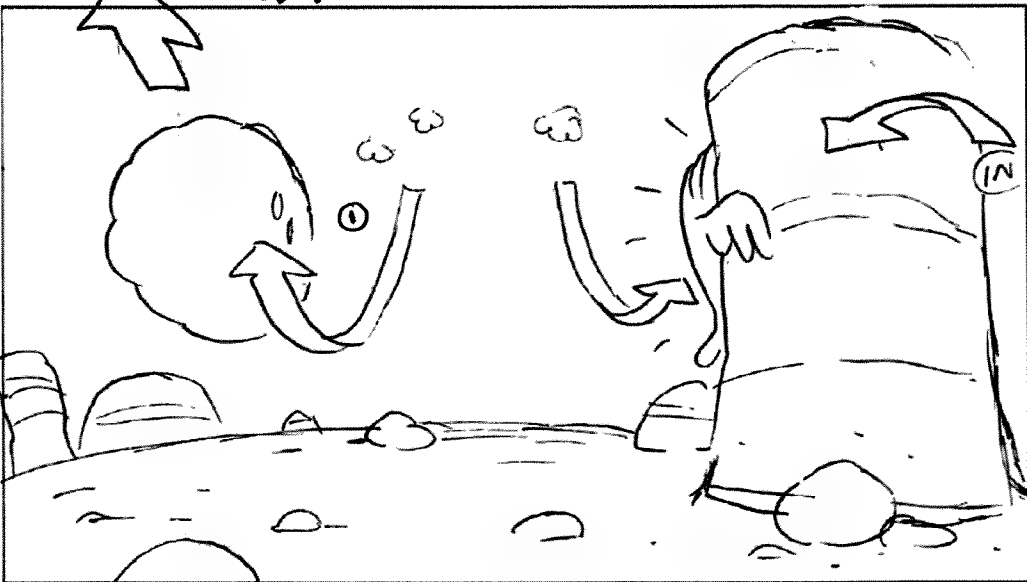
day night



Sc. 23 CONT Pnl. F

Bg.

day night



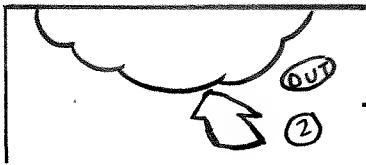
Dialog:

SFX: SMASH
(Greedlord): HOWK!!

Action:

Ship dips down through clouds, monster follows -
ship pulls up, monster collides with rock tower

Timing:



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Page 26B

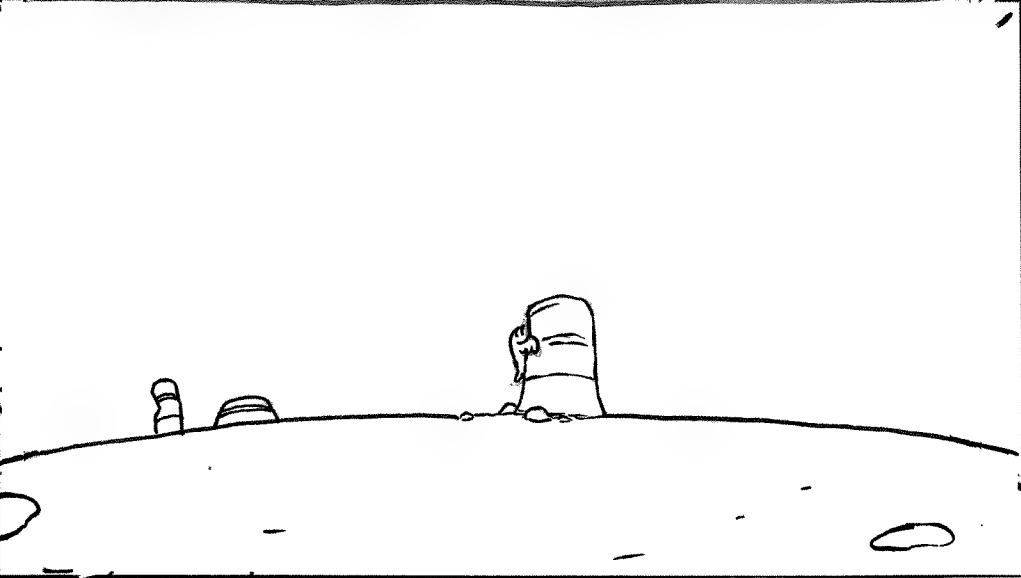
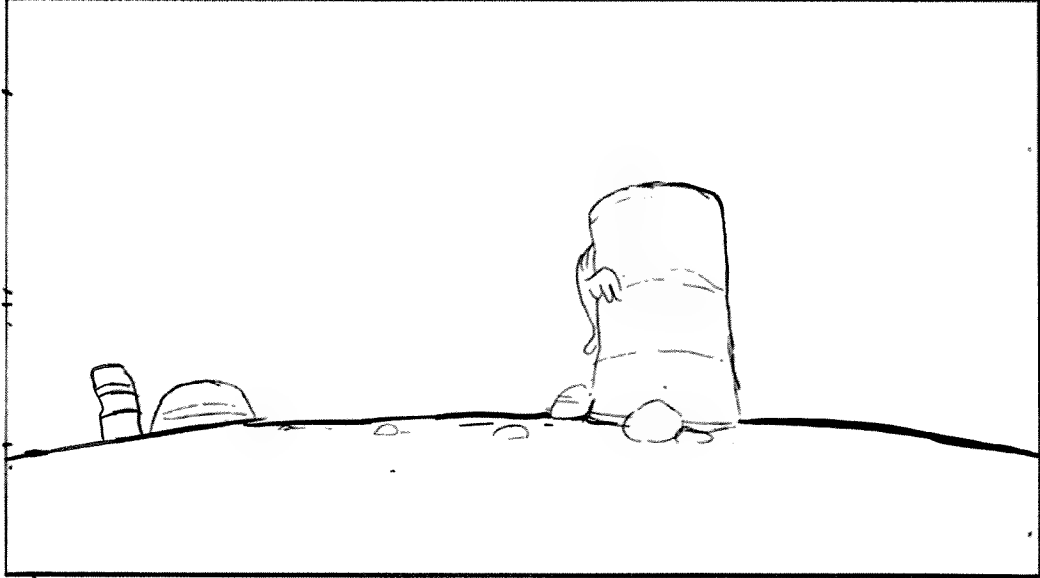
26C NEXT

Sc. 23 CONT Pnl. G Bg.

day night

Sc. 23 CONT Pnl. H Bg.

day night



Dialog:
Action:
Timing:

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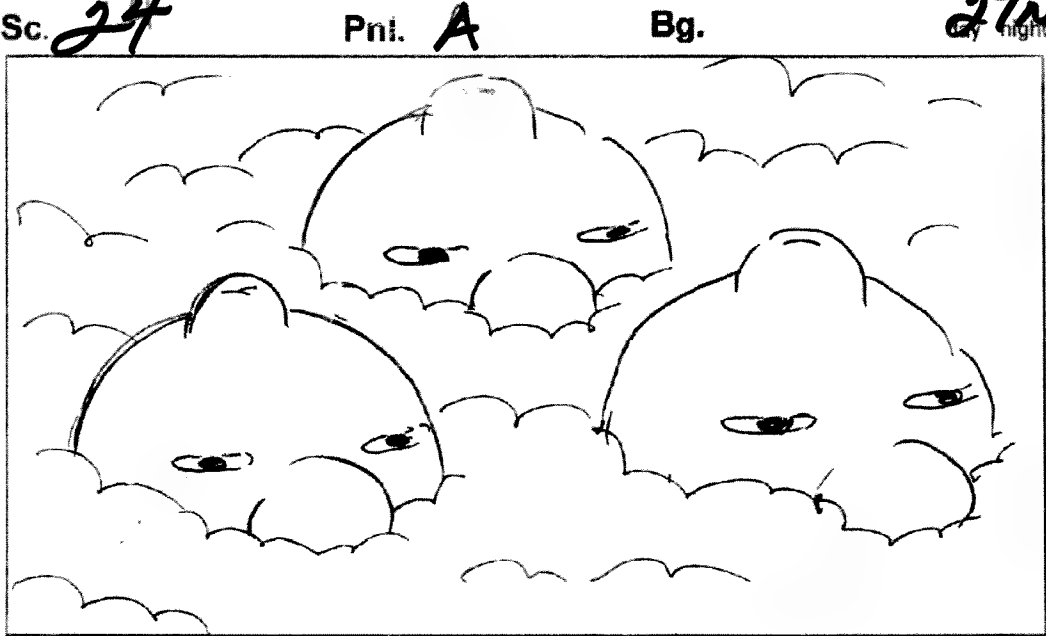
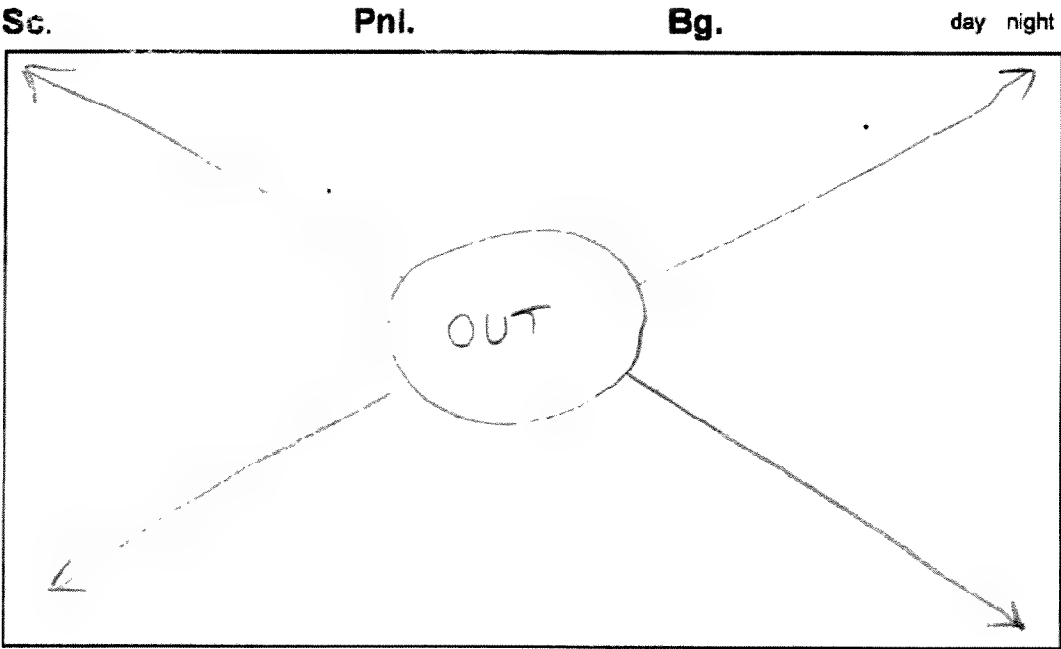
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ADVENTURE TIME



Page 26C

27 NEXT



Dialog:

Action:

Timing:

AUG 0 2 2013

EPISODE #

Production :

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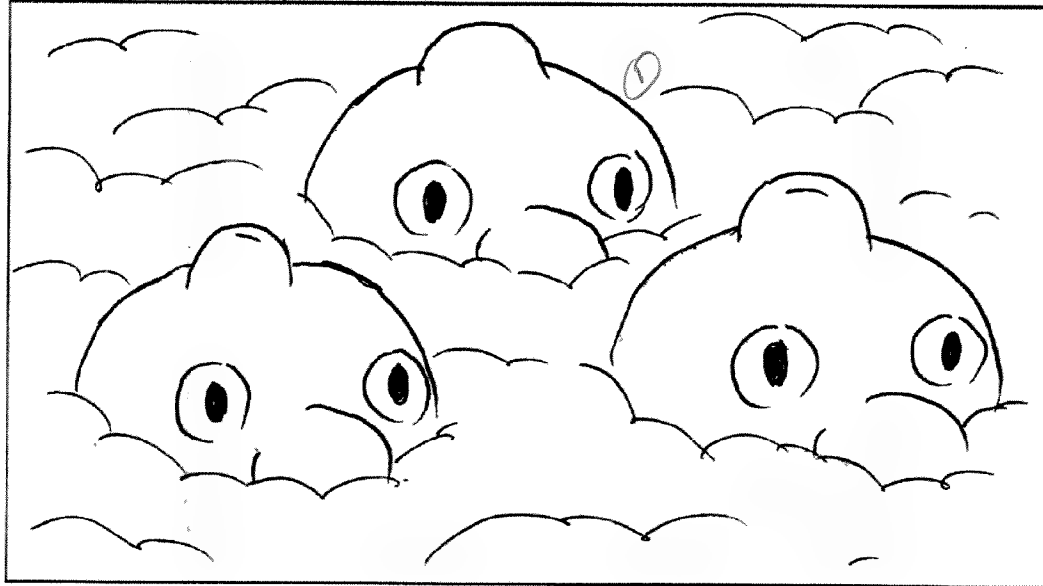
1014/157

ADVENTURE TIME

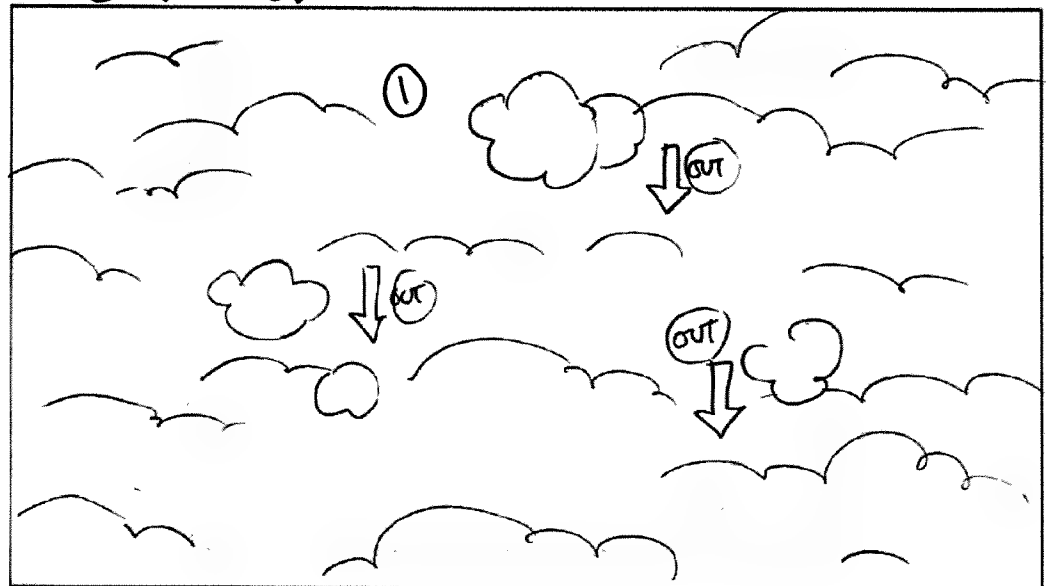


Page **27**

Sc. **24 cont** Pnl. **B** Bg. day night



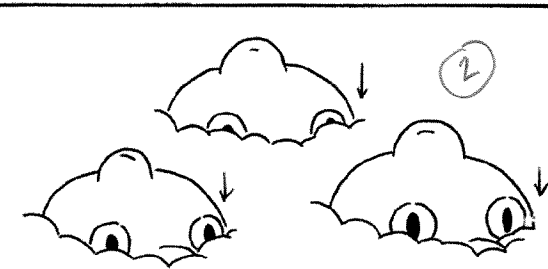
Sc. **24 cont** Pnl. **C** Bg. day night



EPISODE #

Dialog:

[ECHO:] HONK!
HONK!
HONK!!



-scared monster pack sinks
into clouds

②



AUG 02 2013

Product

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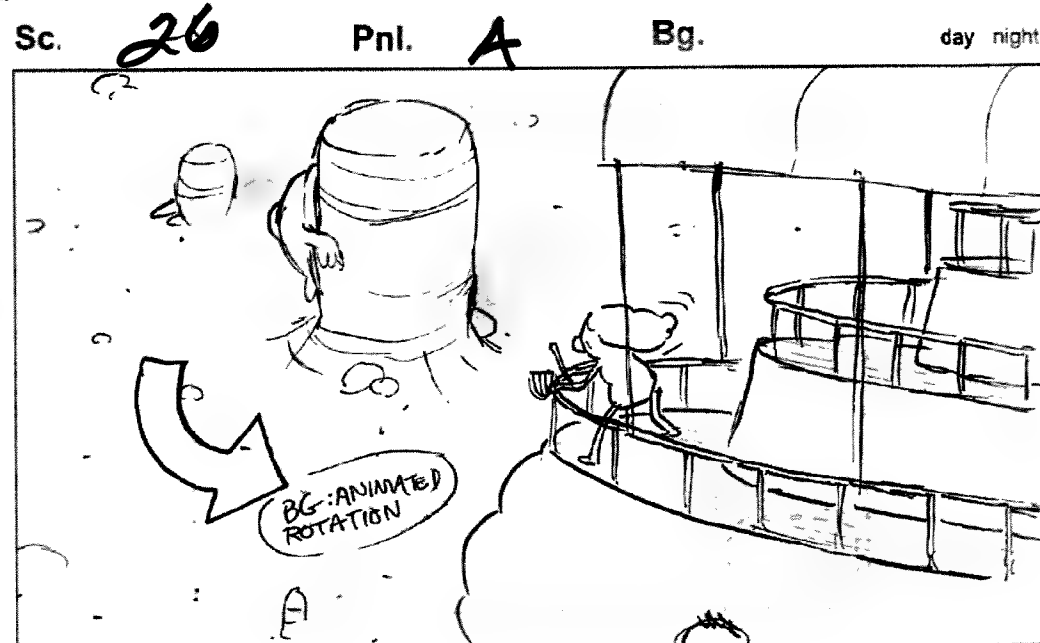
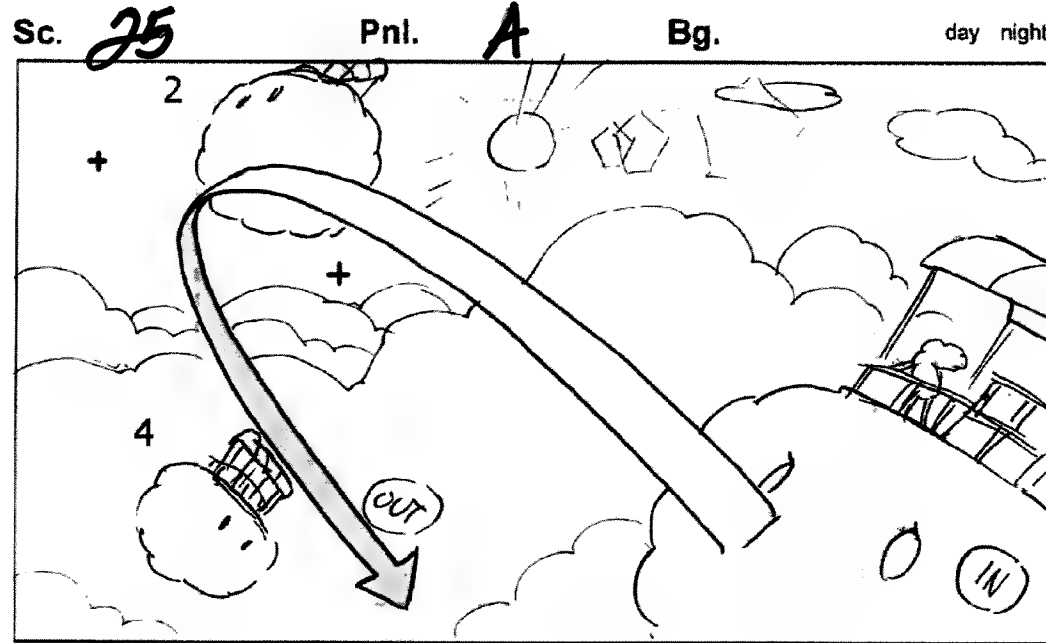
1014/157

1014/157

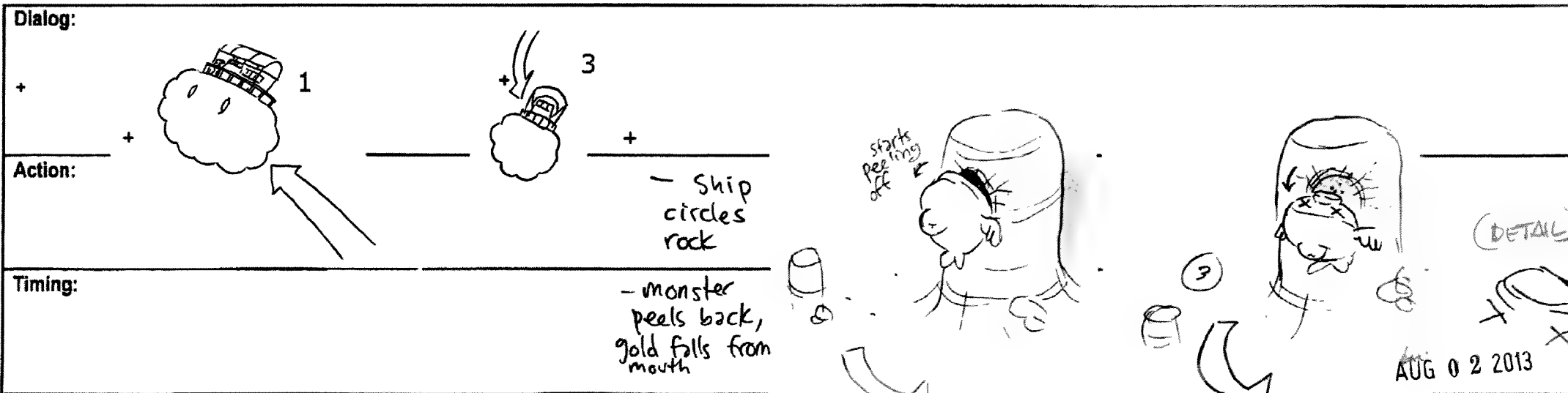
ADVENTURE TIME



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ADVENTURE TIME



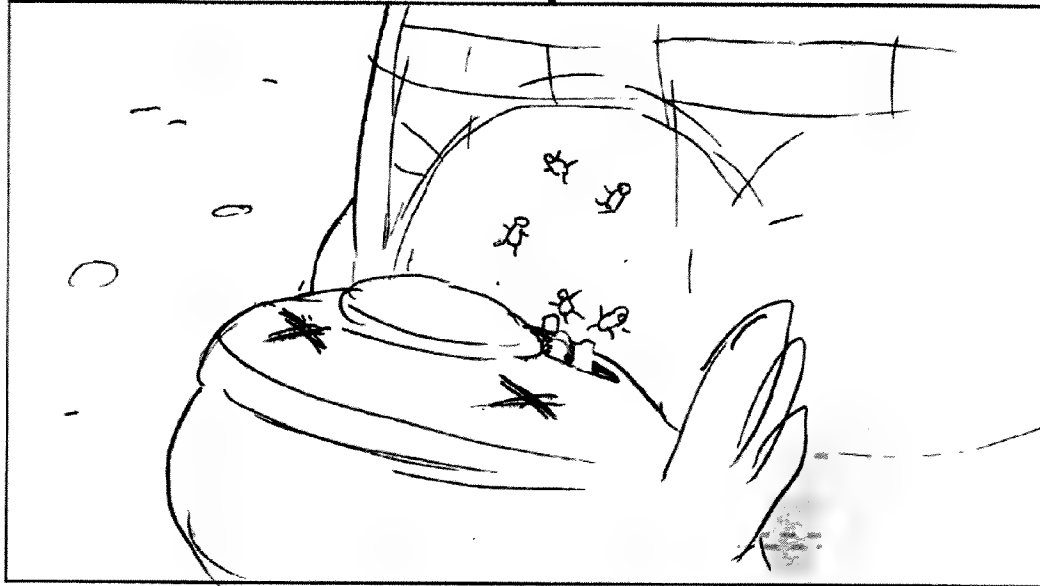
Page **29**

Sc. 27

Pnl. **A**

Bg.

day night



Sc. **27 CONT**

Pnl. **B**

Bg.

day night



Dialog:

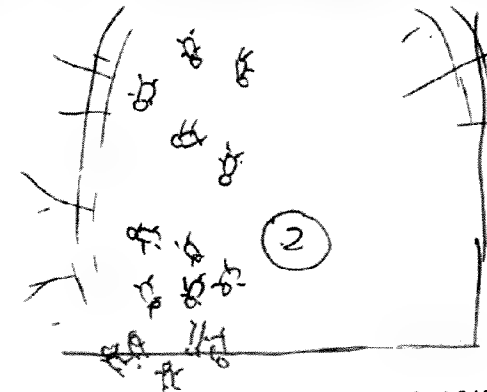
Action:

- GREED LARD FALLS BACK

- Yellow men fall slower than Greed Lord.

- GREED LARD FALLS OFF/S.

Timing:



AUG 02 2013

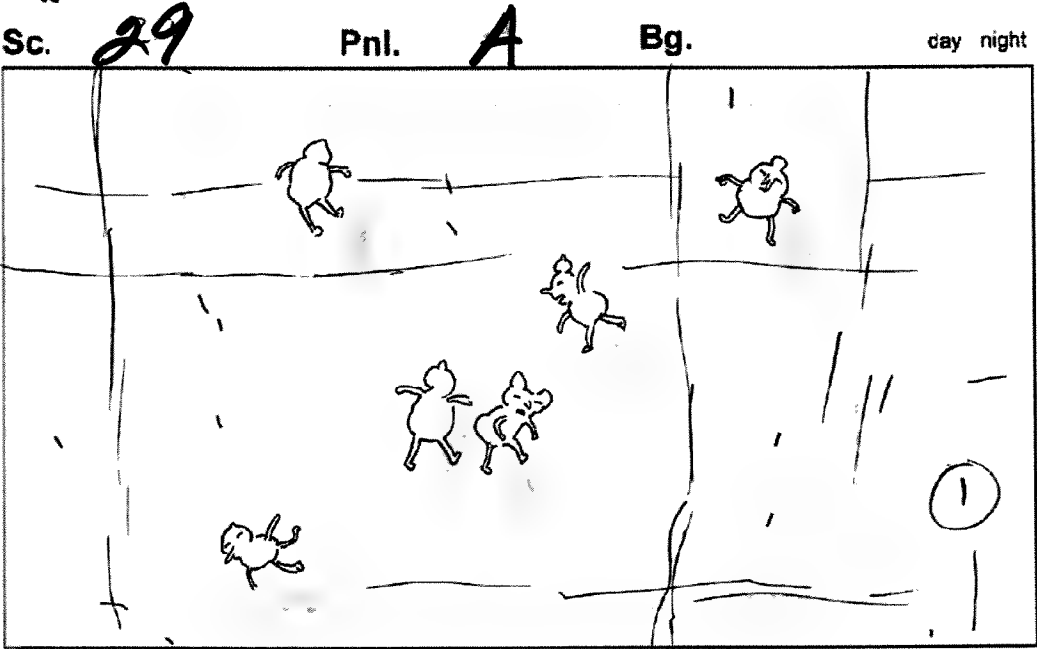
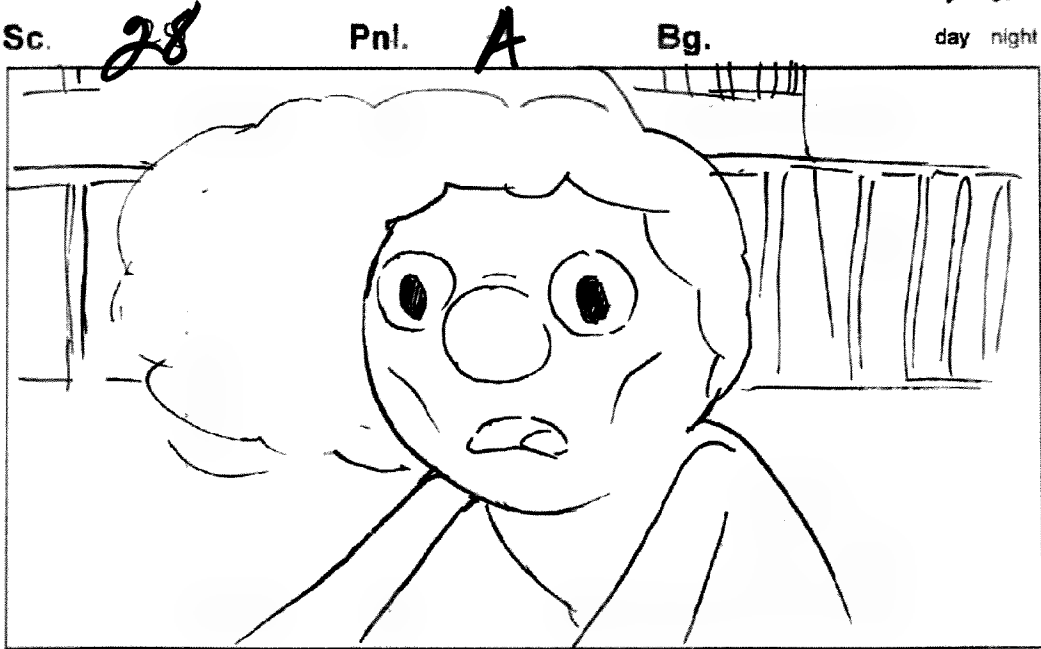
EPISODE #

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ADVENTURE TIME



Dialog:	LH: (SMALL GASP)	
Action:		- Lemon men tumble in slow motion
Timing:		AUG 0 2 2013 - draw this shot out as long as possible

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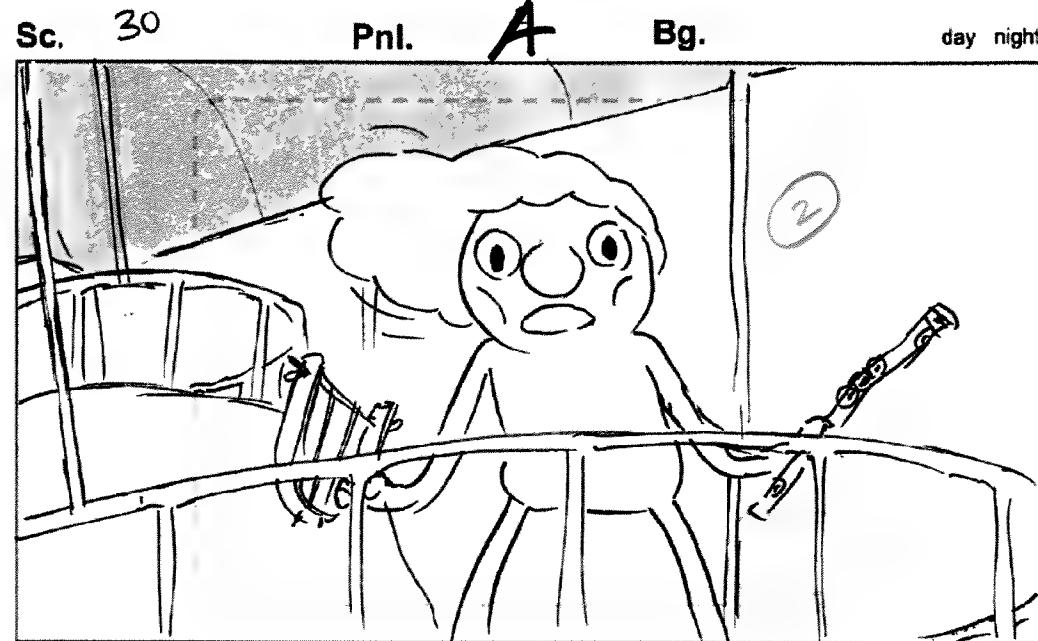
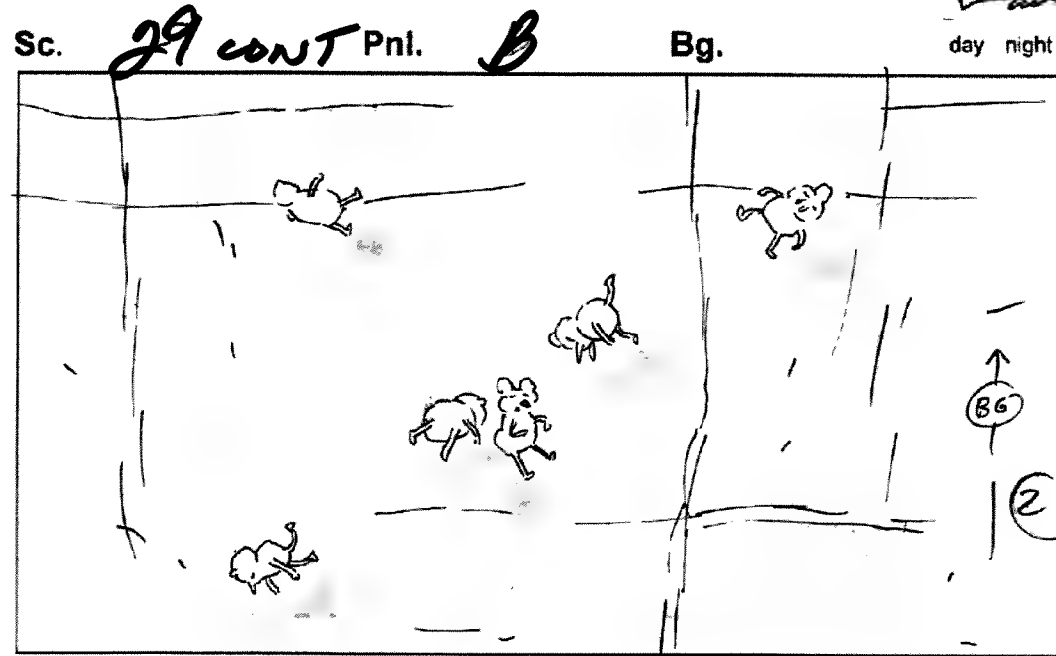
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ADVENTURE TIME



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Dialog:	(LH:) NO! FLANNEL! STOP THE SHIP! →
Action:	
Timing:	

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ADVENTURE TIME

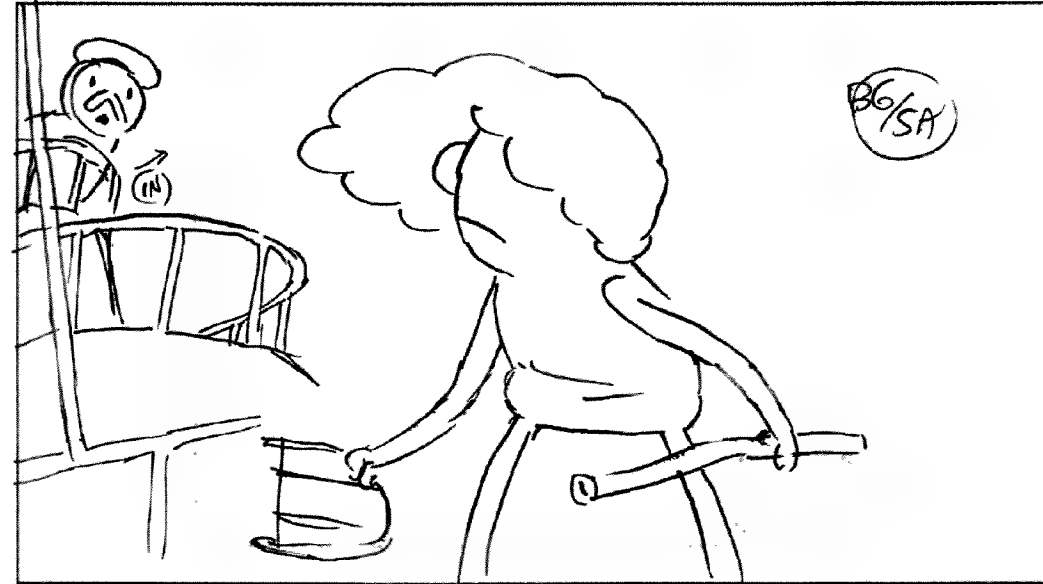


Page **32**

Sc. **30** **CONT** Pnl. **B** Bg. day night



Sc. **30** **CONT** Pnl. **C** Bg. day night



Dialog: **LH** → STOP THE SHIP!

PHLANNET: what? what for?

Action:

☆ it's okay that he's not in TV safe, cuz it doesn't matter if he's in there at all. I think... Right? AUG 02 2013

Timing:

EPISODE #

Production :

ADVENTURE TIME

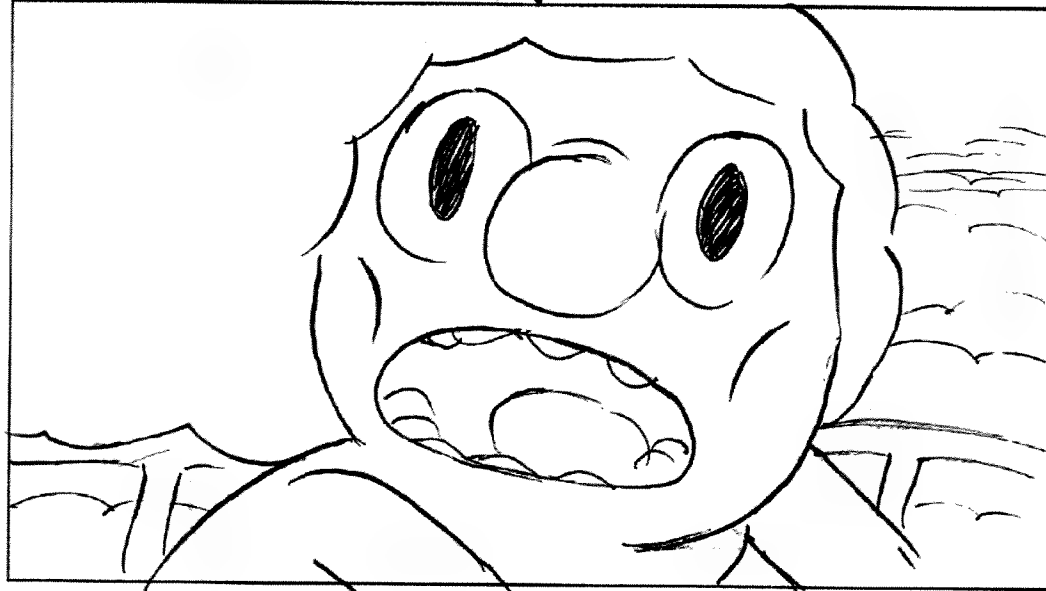


Sc. 31

Pnl. A

Bg.

day night



Sc. 32

Pnl. A

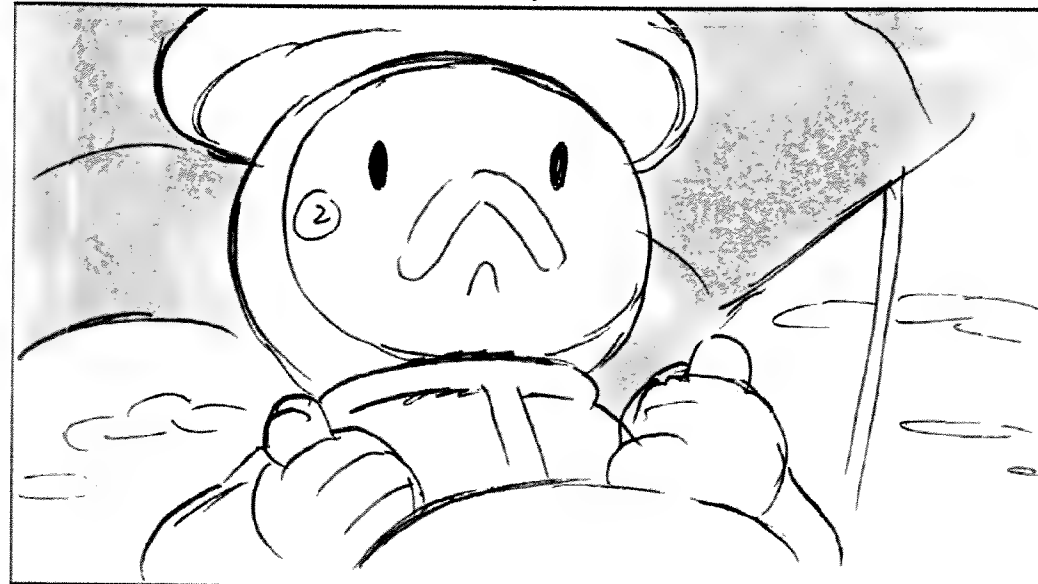
Bg.

Page

33

day night

33A NEXT



Dialog: (LH) [straight-up Lemongrab yell]:

STOP THE GIIIIIIIIIIIIIIIIIIII P P P !!

Action: LH's eyes widen slow

Timing:



SP

eyes widen fast

①



JUG 0 2 2013

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ADVENTURE TIME



Page 33A

34 NEXT

Sc. 33

Pnl. A

Bg.

day night

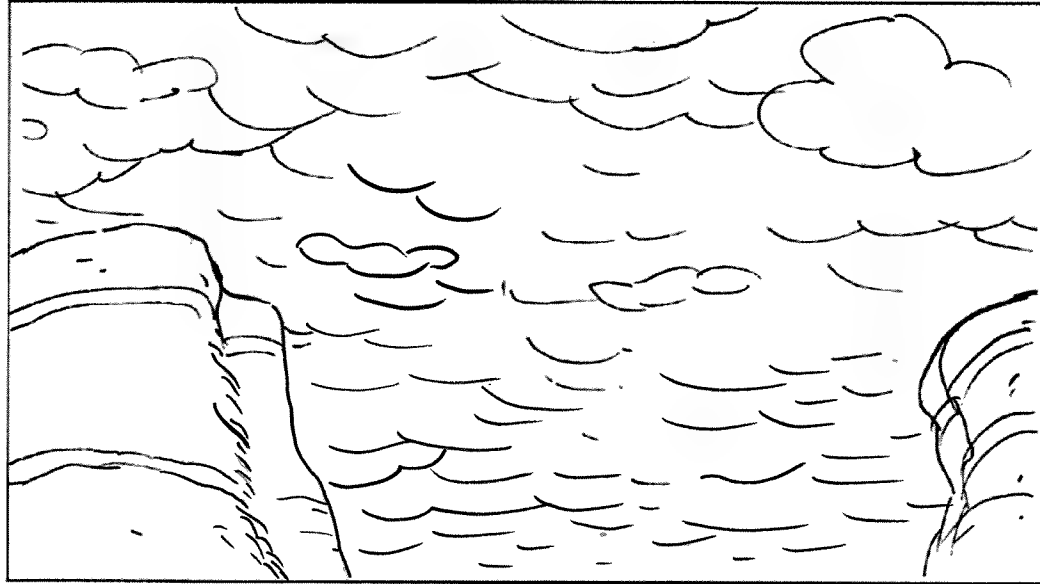
Sc.

33 cont

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

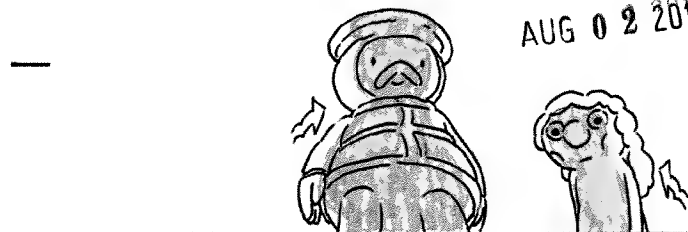
EPISODE #

Production :

1

2

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 33 CONT Pnl. C Bg. day night

Dialog:

Action:

Timing:

(PHL:) You see, Lemonhope? It's not peeps, →

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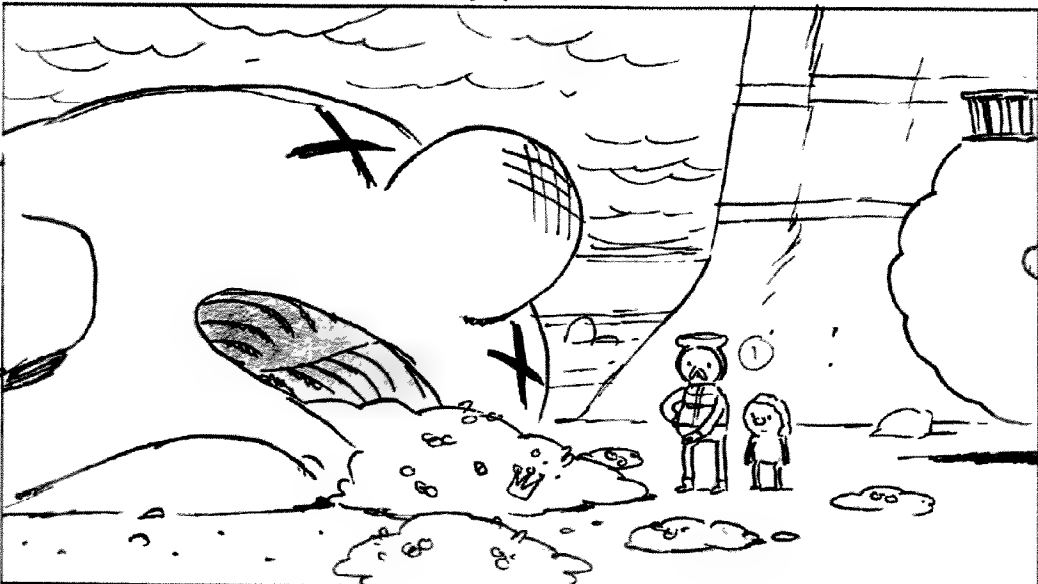
ADVENTURE TIME



Sc. 34 Pnl. A Bg. day night



Sc. 35 Pnl. A Bg. day night



Dialog:	<p>(PH) ^{O.S.} cont → it's dosh. (LH) Ohhh....</p>
Action:	
Timing:	<p>(PH) ²</p> <p>AUG 02 2013</p>

EPISODE #

Production :

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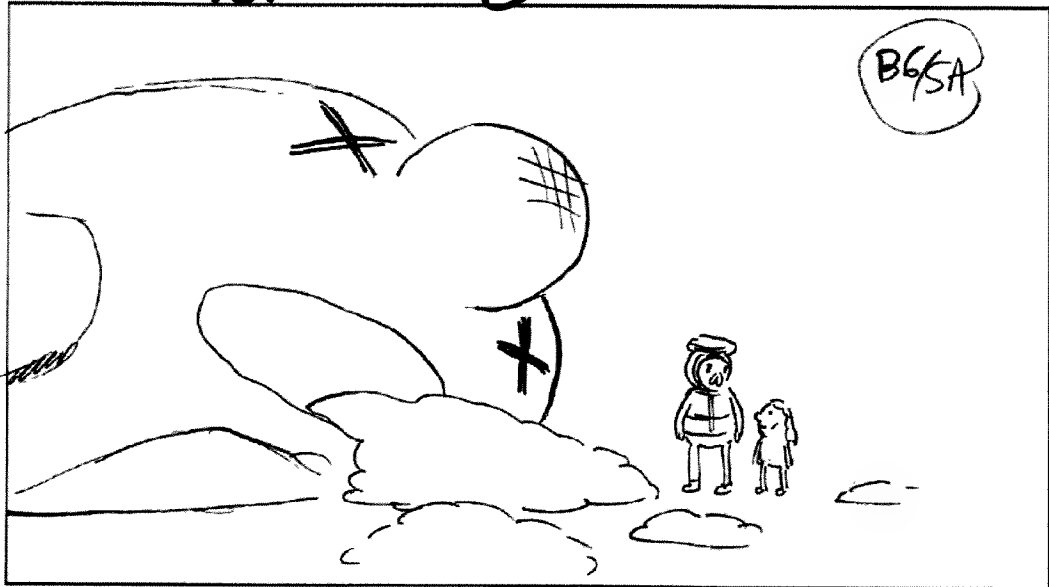
1014/157

1014/157

ADVENTURE TIME



Sc. 35 *cont* Pnl. *B* Bg. day night



Sc. 36 Pnl. *A* Bg. day night



Dialog: (PH:) and cause we killed it, we get to keep it all.
(LH:) ohh...

Action:

AUG 02 2013

Timing:

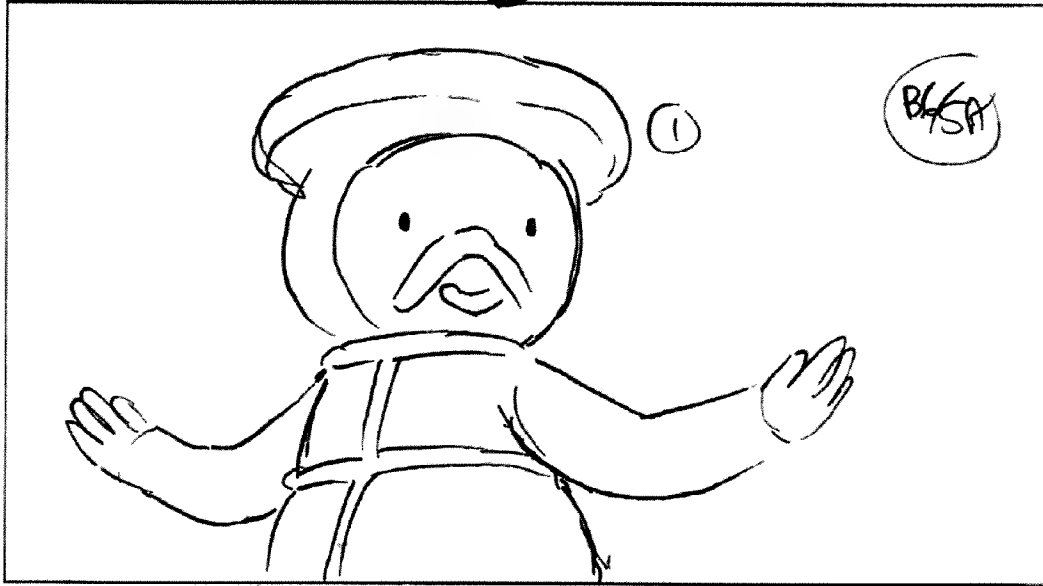
EPISODE #

Production :

ADVENTURE TIME



Sc. 36 CONT Pnl. B Bg. day night



Sc. 36 CONT Pnl. C Bg. day night



Dialog: (PH: ① when I'm not out bein' free
② an havin' adventures, →

I'm killing monsters that eat
dosh and then keeping the dosh.

Action:

Timing:



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ADVENTURE TIME



Sc. 37 Pnl. A Bg. day night



Sc. 38 Pnl. A Bg. day night



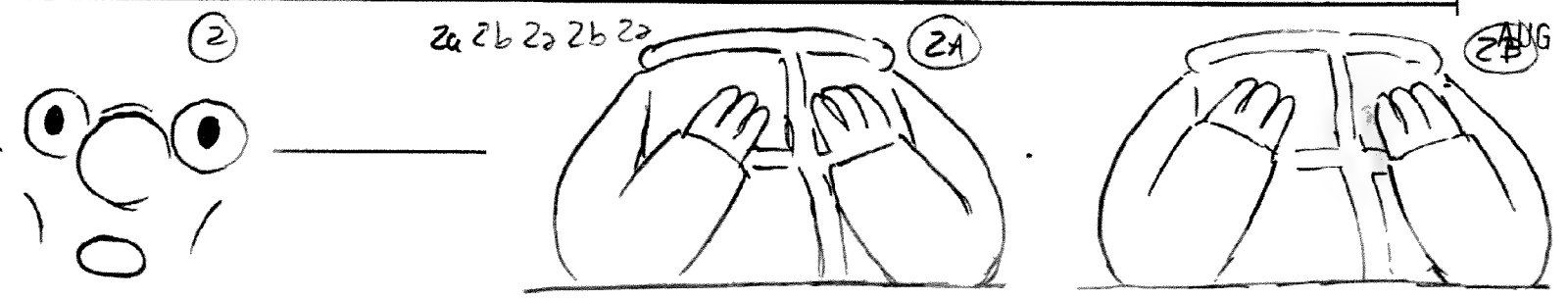
EPISODE #

Dialog: PHCANNEL (O.S.) And it just so happens that I'm looking for a new apprentice. (2)

PHL: (2a/2b cycle) Whaddya think about partnerin' up with old Phlannel Boxingday?

Action:

Timing:



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ADVENTURE TIME



Page **39**

Sc. 39

Pnl. **A**

Bg.

day night

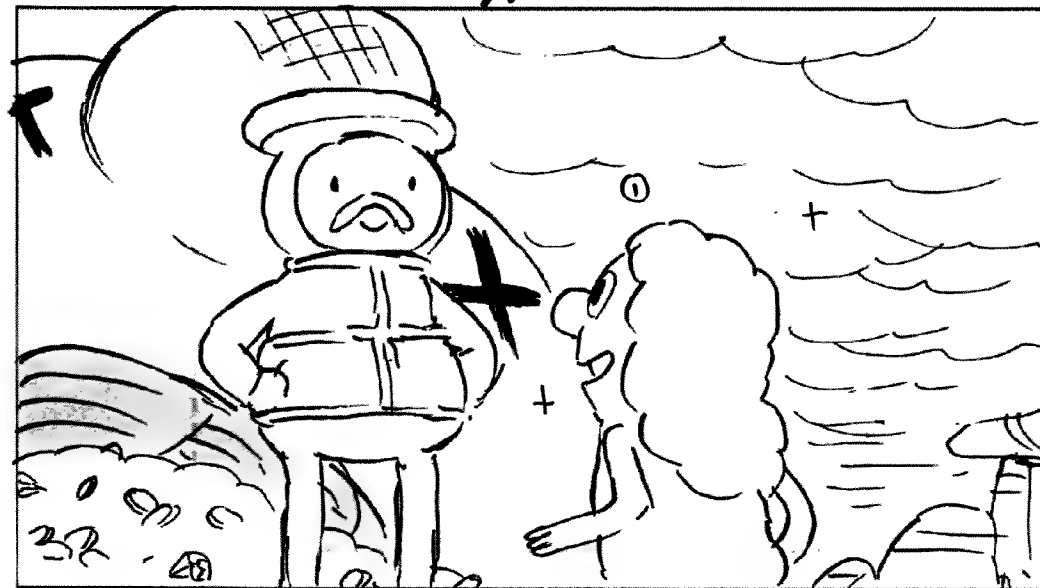


Sc. 40

Pnl. **A**

Bg.

day night



EPISODE #

Dialog:

(LH.) Oh my gosh, Flannel, yes!

(LH) ① Haha! It's a dream come true!
② Hahaha! A dream come true!

Action:

S.P.

Timing:



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Production :

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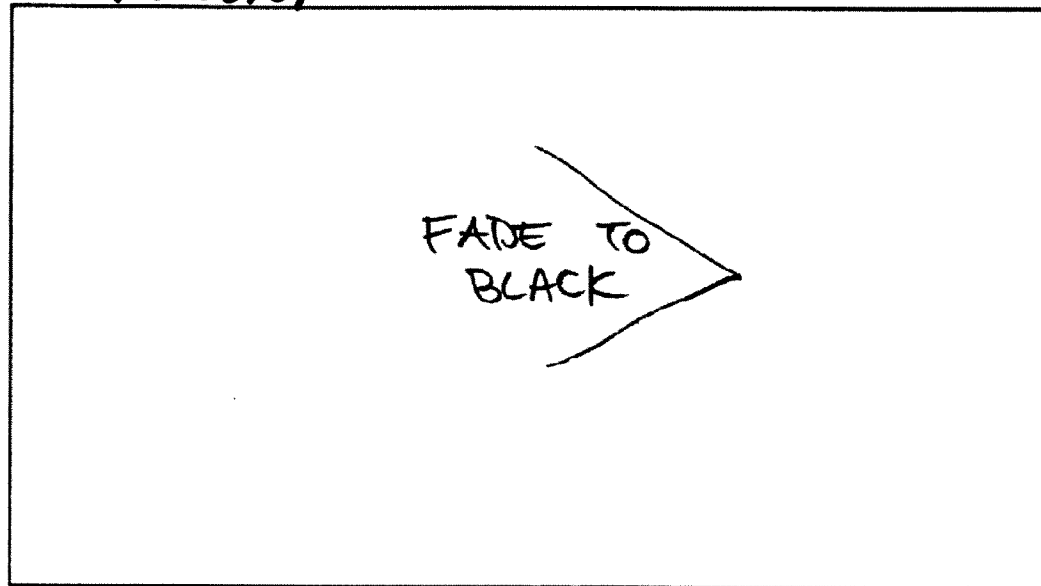
1014/157

ADVENTURE TIME

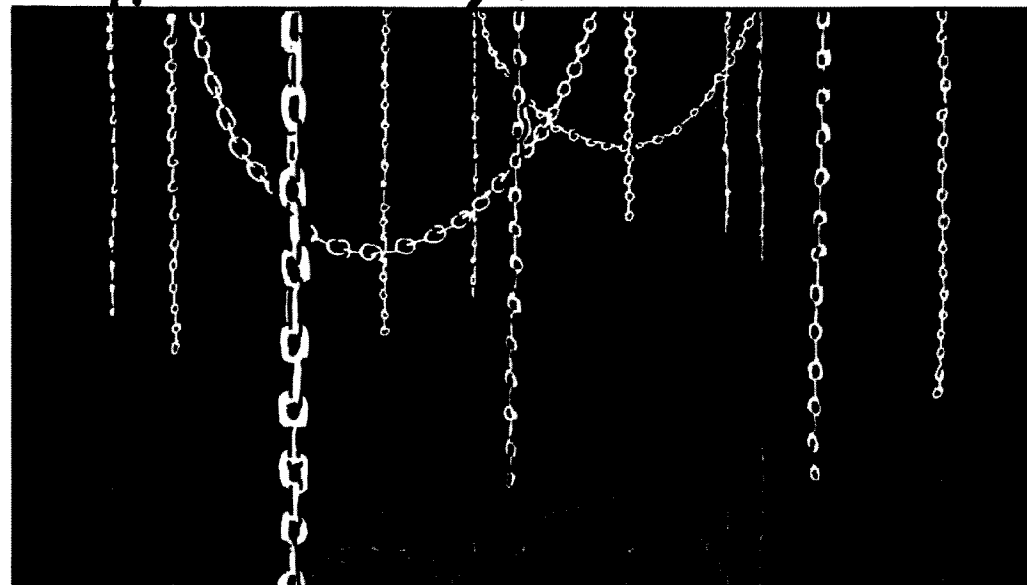


Page 40

Sc. 40 CONT Pnl. Bg. day night



Sc. 41 Pnl. A Bg. day night



Dialog: (ECHO:) dream come true
dream come true
dream come true

(LH) ♪ poor little Lemonhope →

Action:

Timing:

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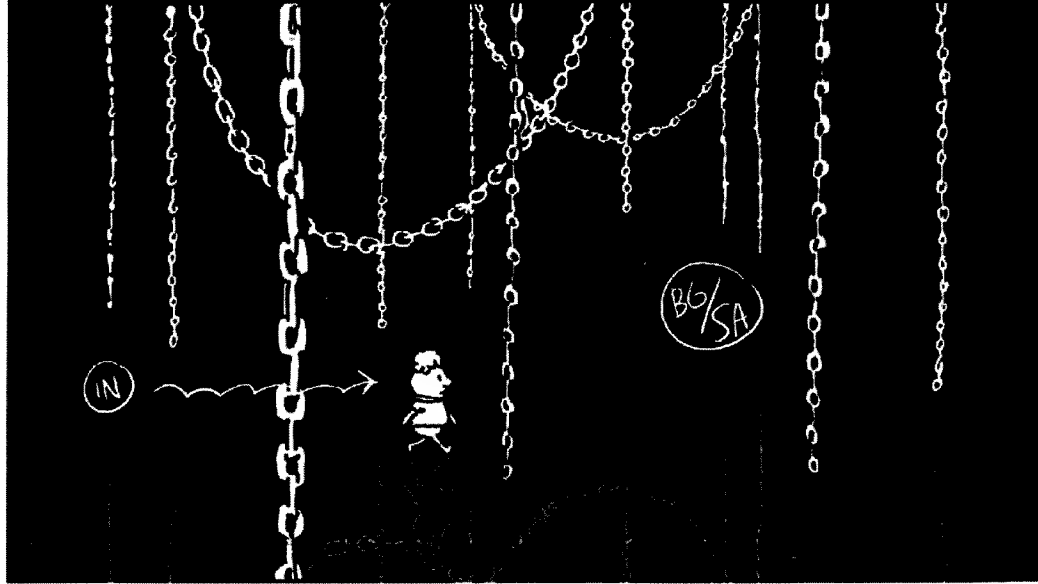
1014/157

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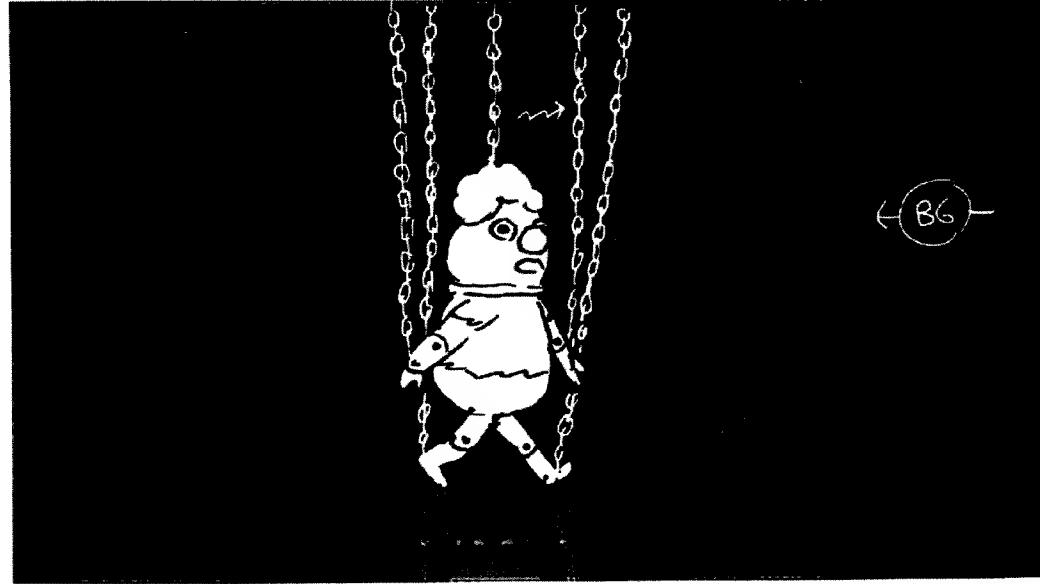


Page **41**

Sc. **41 CONT** Pnl. **B** Bg. day night



Sc. **42** Pnl. **A** Bg. day night



Dialog: → throw me 2 lemonhope... →

Is there a home for me & my harp?

Action: - lemonhope walks like a marionette

Timing: AUG 02 2013

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Production :

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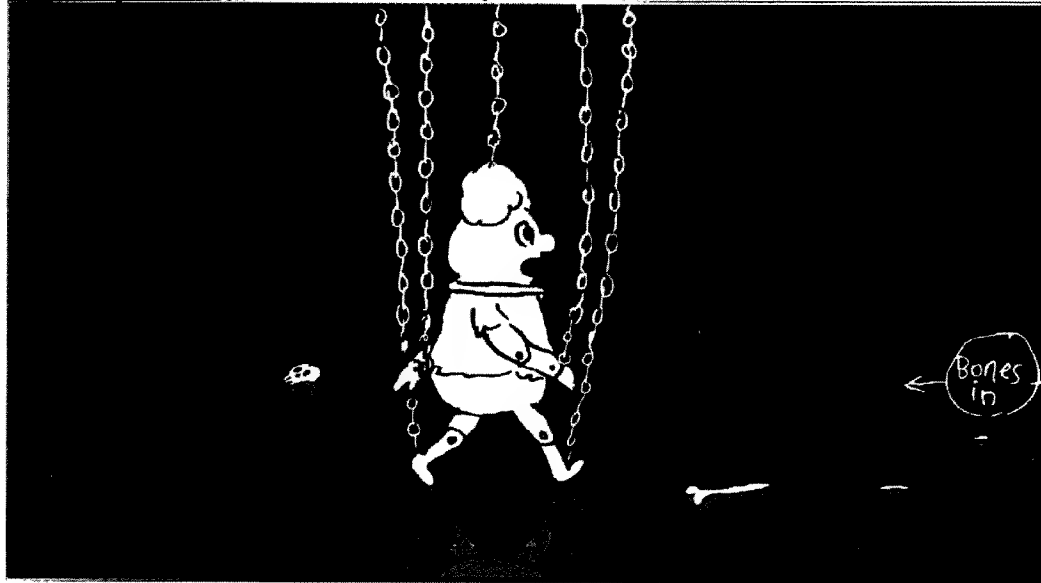
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ADVENTURE TIME



Page 42

Sc. 42 CONT Pnl. B Bg. day night



Sc. 42 CONT Pnl. C Bg. day night



Dialog:	(LH) [singing trails off as he notices bones]: 2 place where friends.. give me hugs...	
Action:	- LH notices bones	- turns head to track bones
Timing:		

AUG 02 2013

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Production :

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ADVENTURE TIME



Sc. 42 CONT Pnl. D Bg.

day night



Sc. 42 CONT Pnl. E Bg.

Page 43 43A NEXT day night



Dialog: LEMONGRABOS * chewing noises * growing louder *

Action: LH Looks up to see ~~the~~ fat Lemongrab in the distance.

Timing: AUG 02 2013

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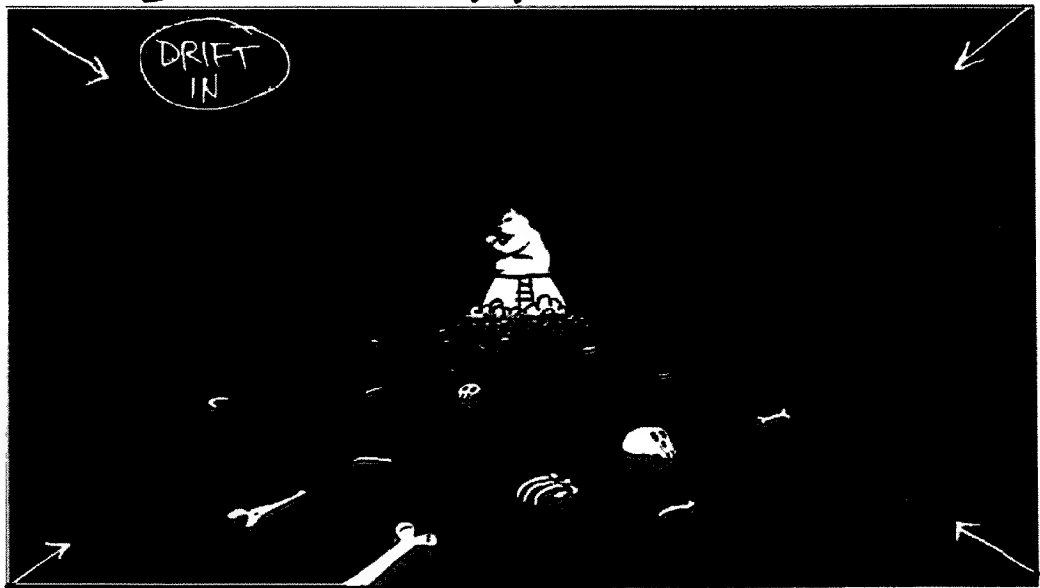
ADVENTURE TIME



Sc. 42 CONT Pnl. F Bg. day night



Sc. 43 Pnl. A Bg. day night



Page 43A
44 NEXT

Dialog:	(LG:) *chomp chew chew* (cow:) Hey! →
Action:	
Timing:	AUG 02 2013

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ADVENTURE TIME



Sc. 44

Pnl. A

Bg.

day night



Sc. 45

Pnl. A

Bg.

day night



EPISODE #

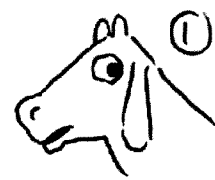
Dialog: (Cow) → Hey, what's goin on back there? (Cow:) Somethin' don't feel right.

(LEMONGRAB:) *chewing* →

Action: Lemongrab chewing
CHEW CYCLE ①, ②, ①, ②, etc.



CHEW CYCLE
①A, ②A, ①A, ②A, etc.



AUG 02 2015

ADVENTURE TIME



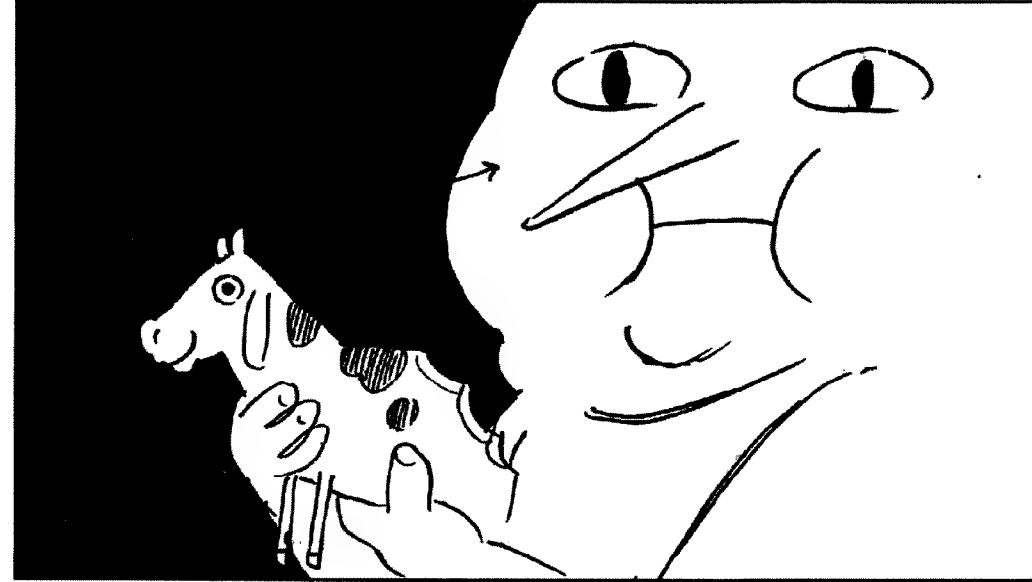
Sc. **45 CONT** Pnl. **B** Bg.

day night



Sc. **45 CONT** Pnl. **C** Bg.

Page **45**
day night



Dialog: (cow) → Oh hey! Lemonhope is here!

Action: - cow sees LH in distance

Fat LG notices LH

Timing:

AUG 02 2013

EPISODE #

Production :

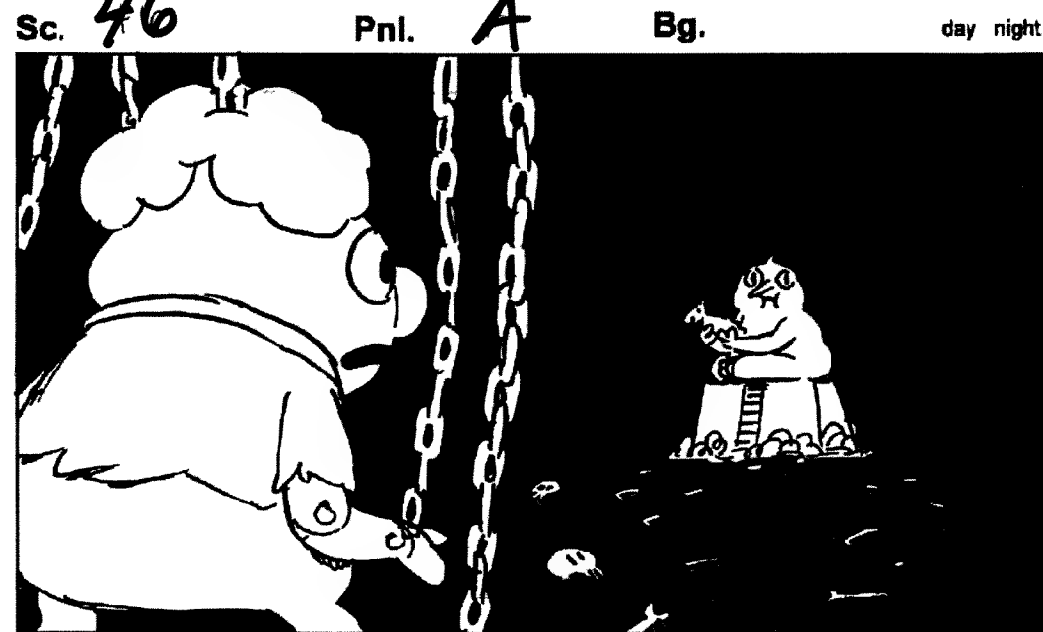
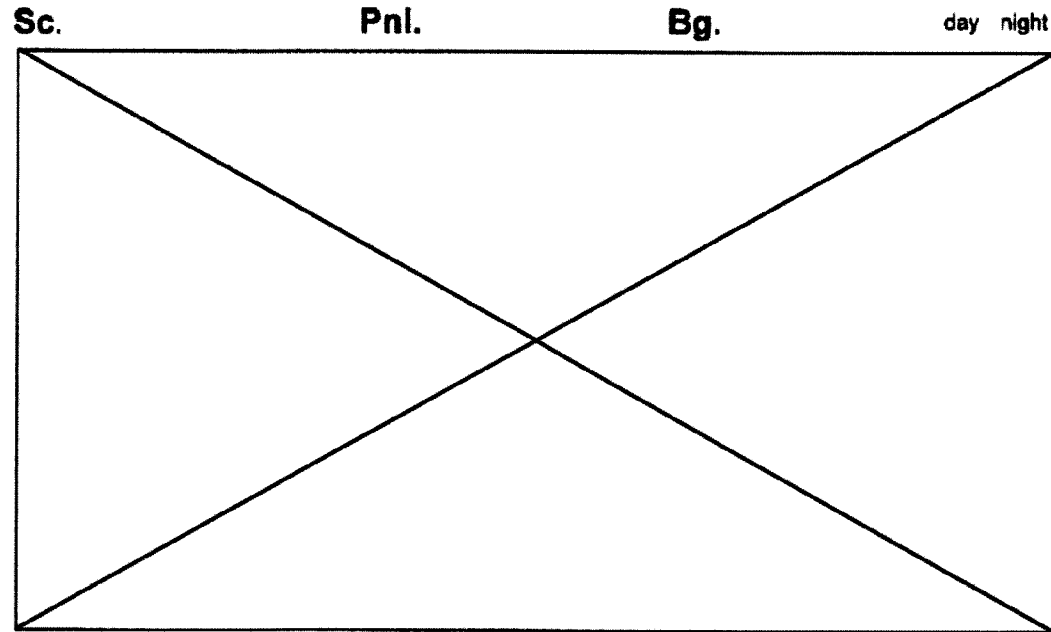
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ADVENTURE TIME



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Dialog:	(cow): [happy greeting] Hey man! How's it g-- [interrupted]
Action:	
Timing:	AUG 0 2 2013

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Production :

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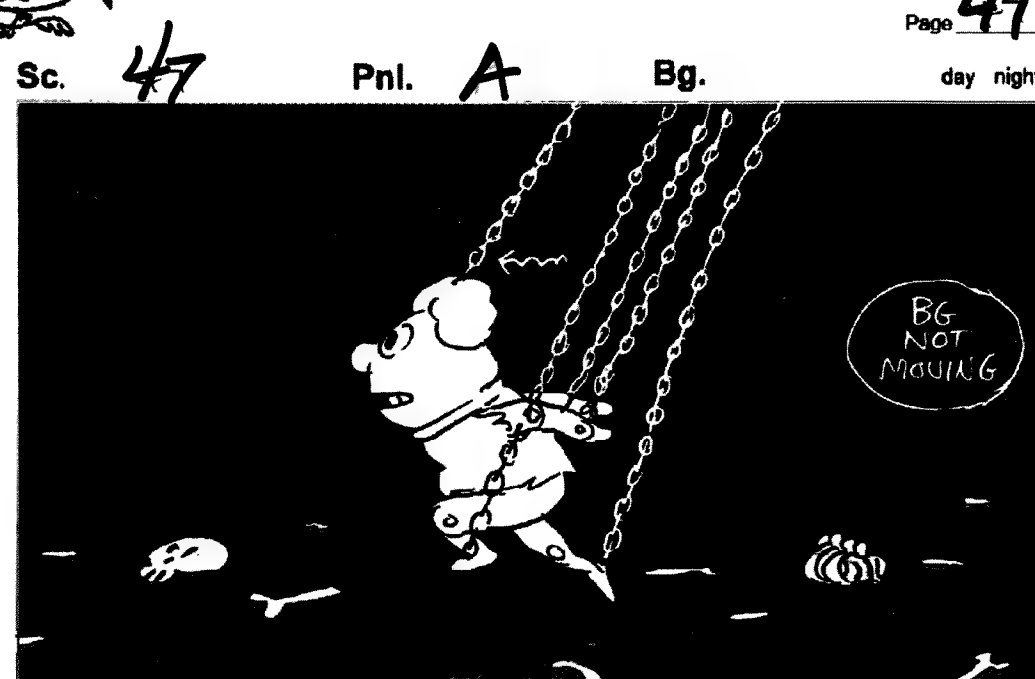
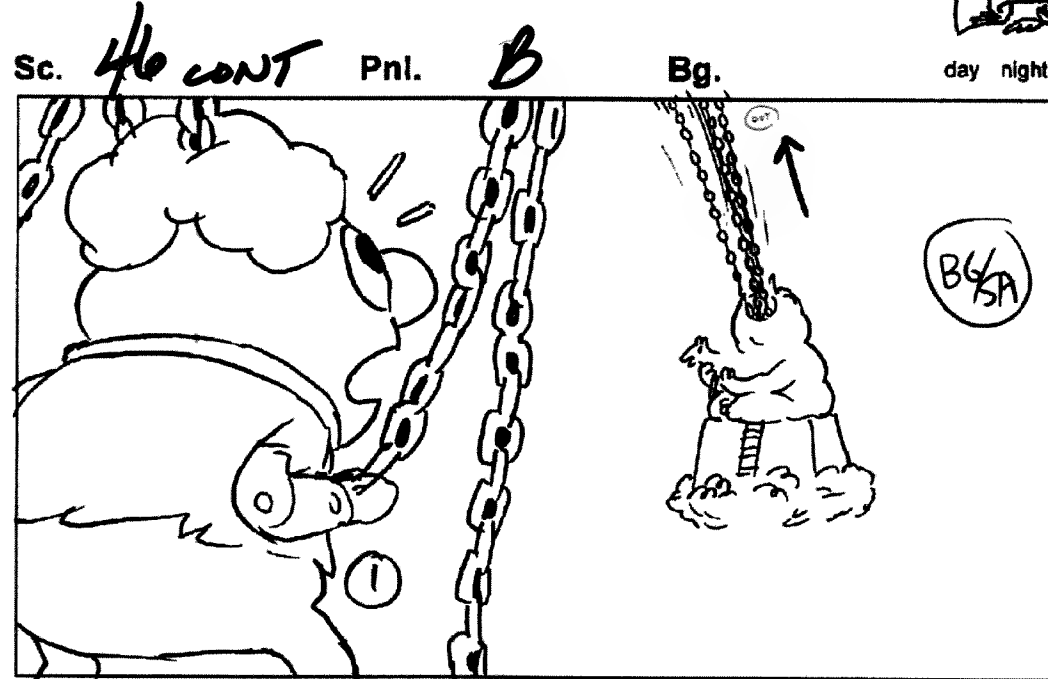
1014/157

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ADVENTURE TIME



Page **47**



Dialog:
 (LGRAB) *BUUURPPP!*
 (COW) WHOA WHAT THE HECK!!?

Action:
 -LG shoots out 3 chains from mouth
 chains have hooks

Timing:
 - LH runs thru HT -
 scares



(COW) (O.S.) Run for it Lemonhope!
 (LH) * panting *

LEMONHOPE RUNS IN PLACE (held by marionette strings)
 ↑ arms stay up

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EPISODE #

Production :

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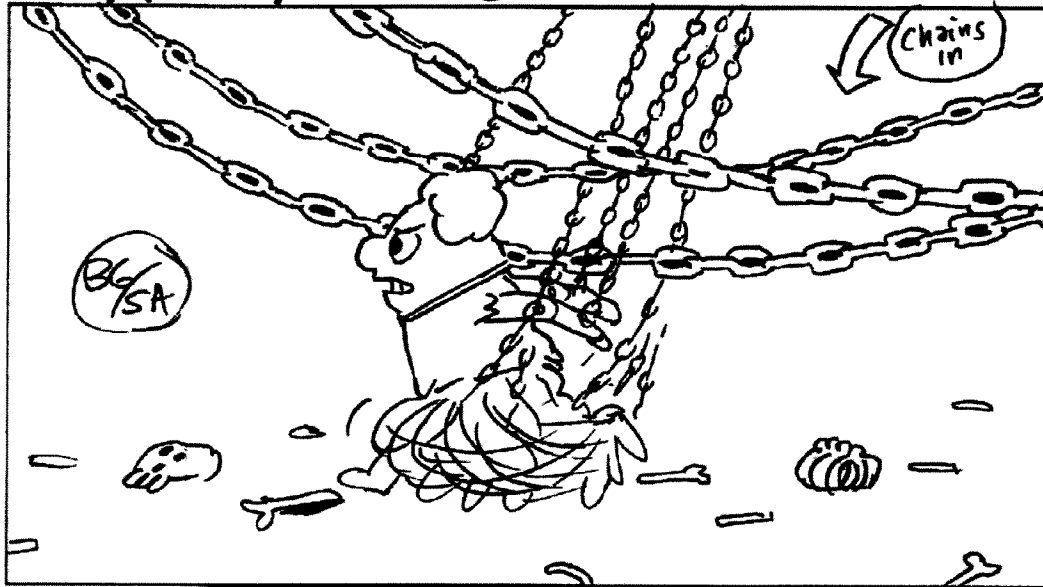
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ADVENTURE TIME

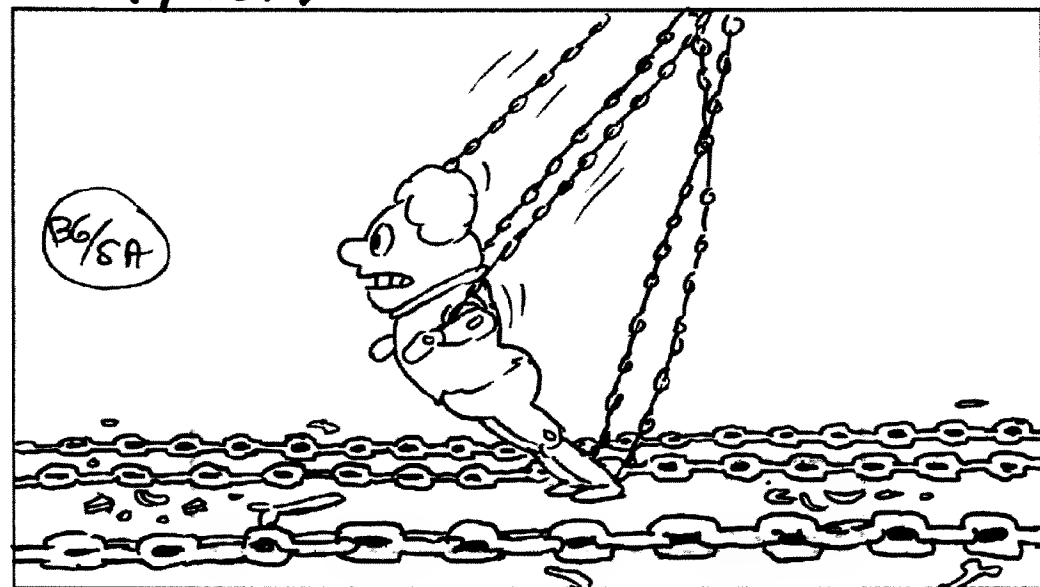


Page **48**

Sc. **47 CONT** Pnl. **B** Bg. day night



Sc. **47 CONT** Pnl. **C** Bg. day night



Dialog:	<p>(cow:) (os) RUN! RUN! C'MON!</p> <p>SFX: CHAINS SLIPPING!</p>
Action:	
Timing:	

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Production :

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ADVENTURE TIME

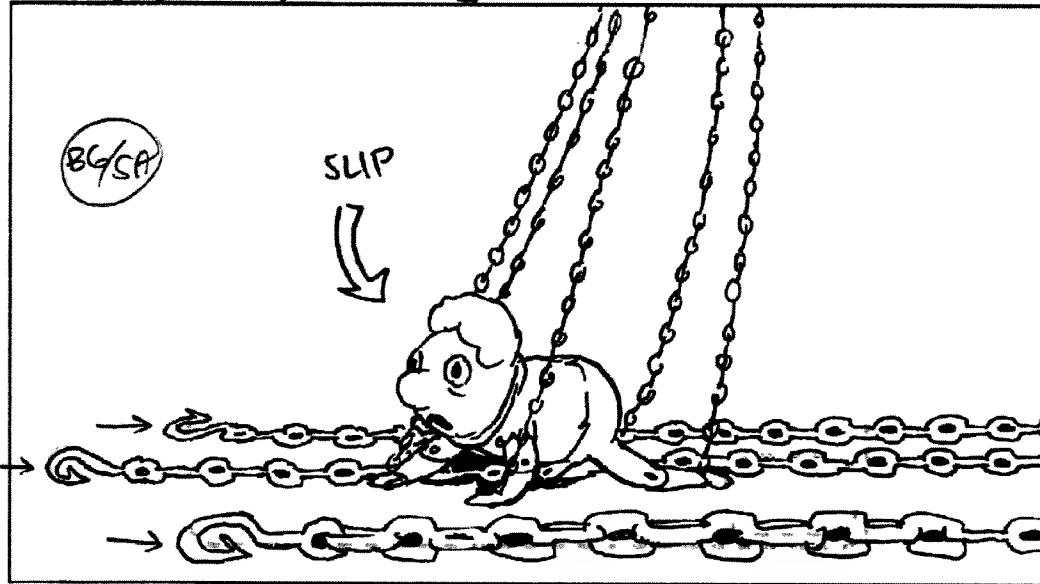


NO SC'S
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Page **49**

Sc. **47 CONT** Pnl. **D** Bg. **11**

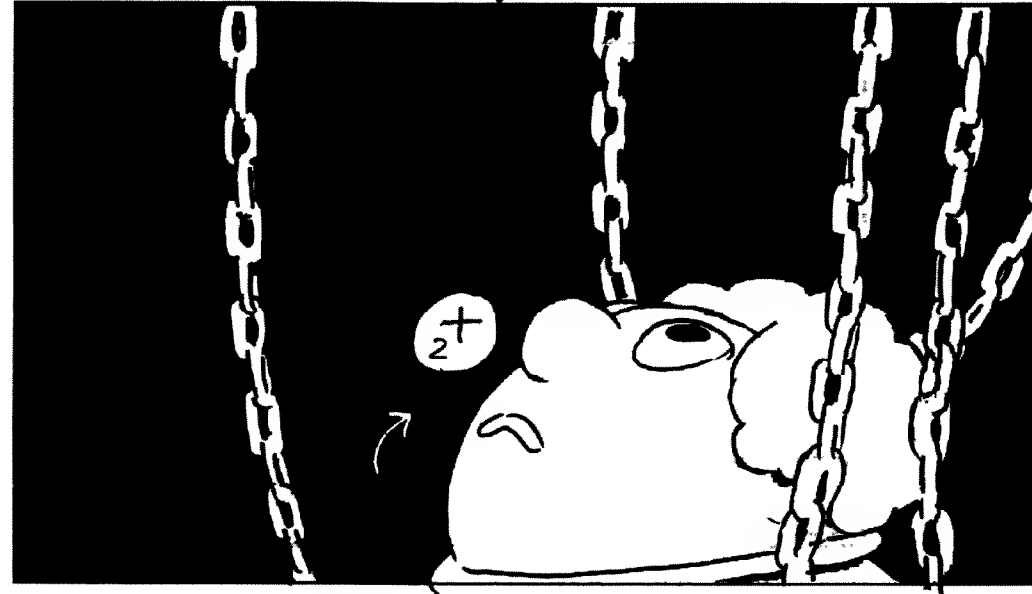
day night



Sc. **48**

Pnl. **A** Bg.

day night



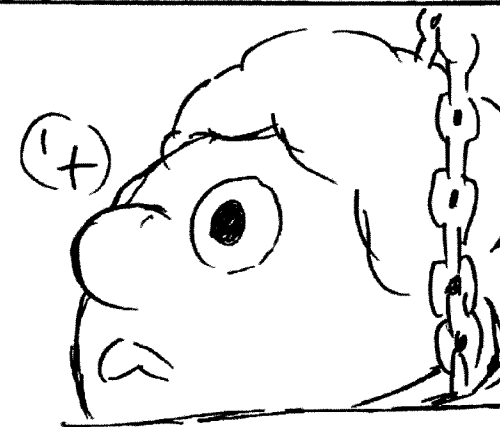
Dialog:

(LH:) *panting* (COW) (O.S.) WHY aren't you running!?

Action:

- HOOKS ARE DRAGGED BACKWARDS

Timing:



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EPISODE #

Production :

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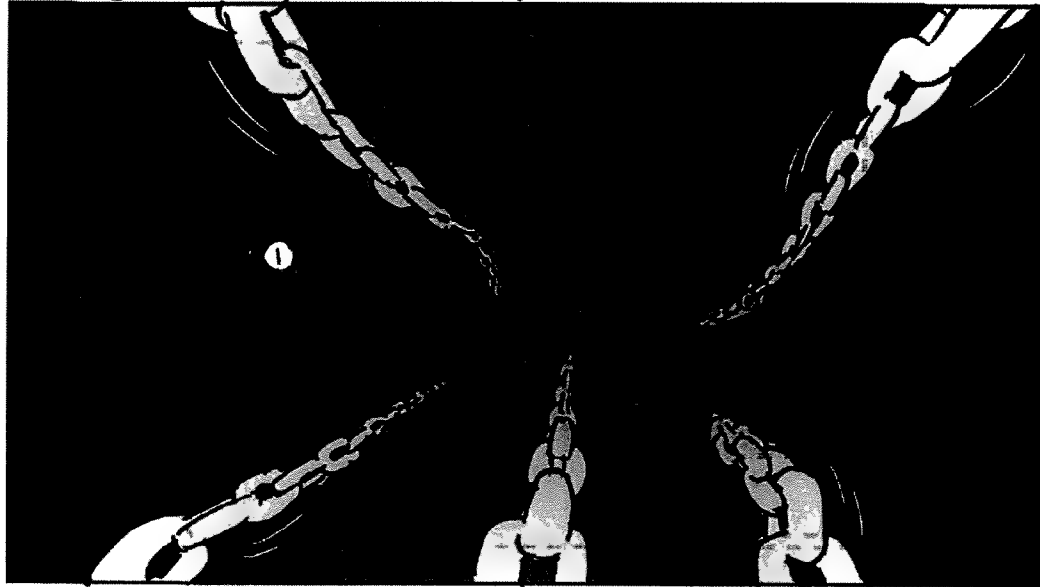
1014/157

ADVENTURE TIME

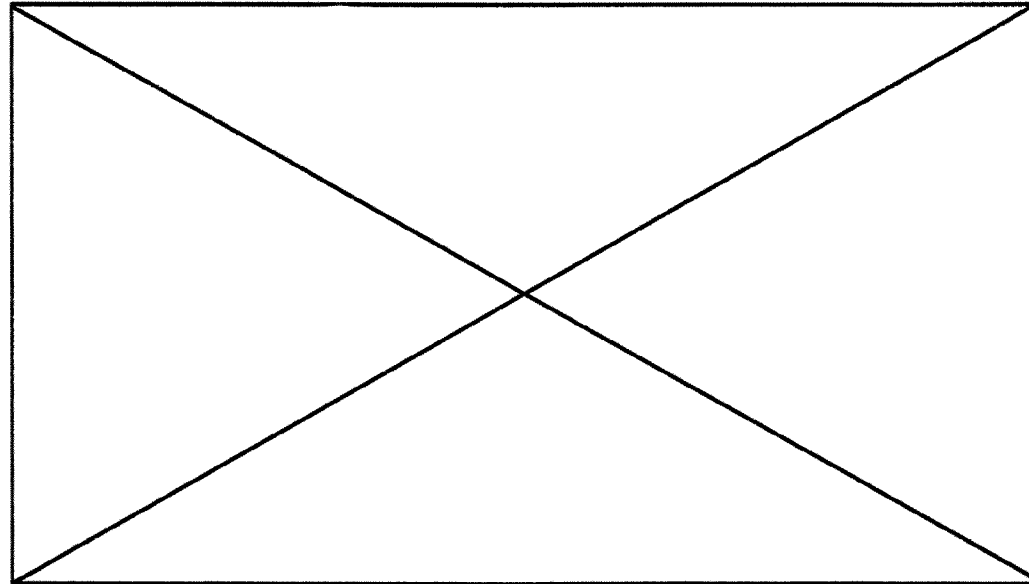


Page **50**

Sc. **51** Pnl. **A** Bg. day night



Sc. Pnl. Bg. day night



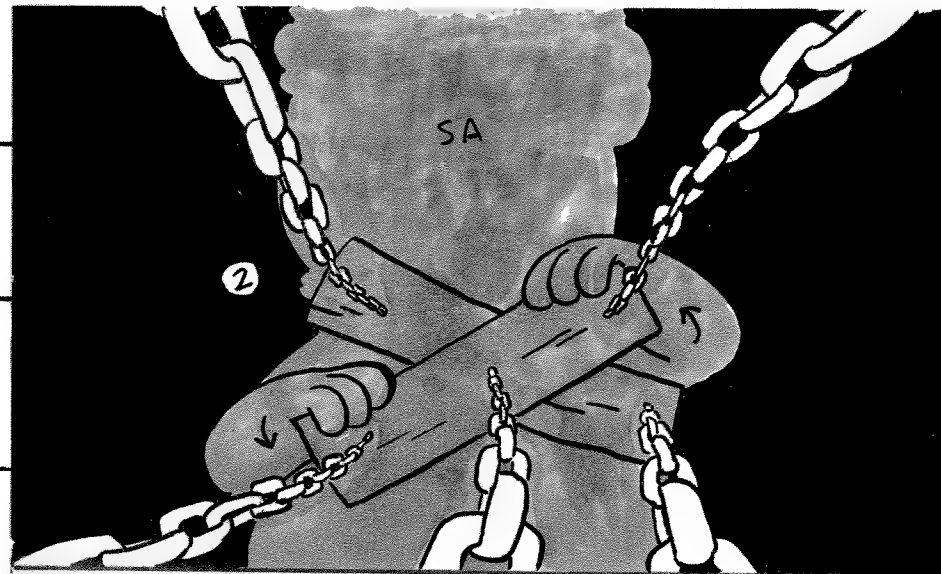
Dialog:

(cow:yes) LEMONHOPE!!!

Action:

-LARGER LEMONHOPE HOLDS MARIONETTE CONTROLS

Timing:



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ADVENTURE TIME



Page **51**

Sc. 52

Pnl. **A**

Bg.

day night



Sc. 52 **CONT**

Pnl. **B**

Bg.

day night



Dialog:

LH *GASP!*
SFX: CONK!

Action:

- LH wakes up with a start / water glass does a flip, only spilling a few drips

Timing:



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Sc. 52 CONT Pnl. C Bg. day night



Sc. 52 CONT Pnl. D Bg. day night



Dialog:	(LH:) panting	LH: * sigh *
Action:	- WATER GLASS LANDS	
Timing:		

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ADVENTURE TIME



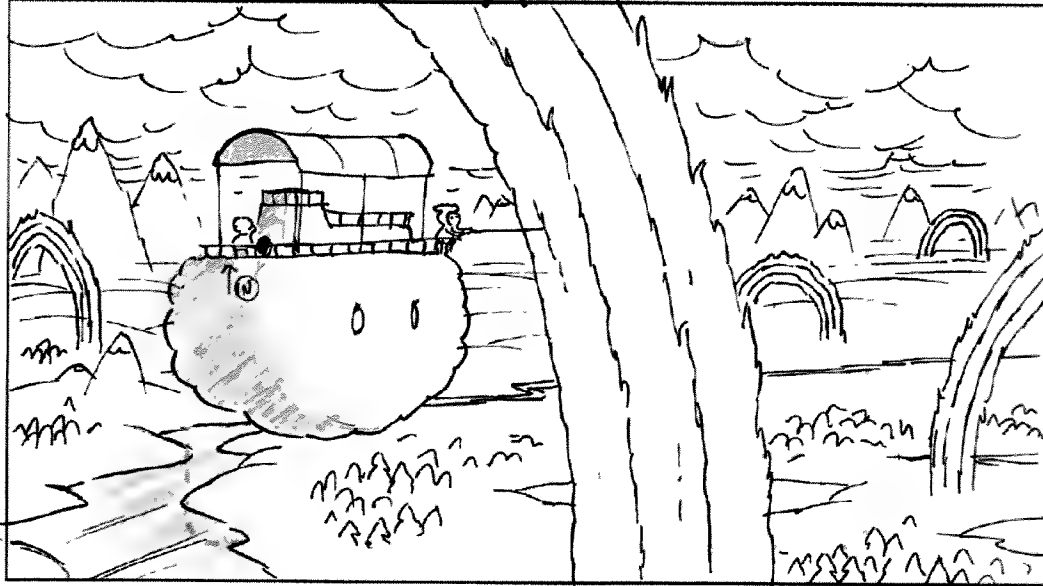
Page **53**

Sc. 53

Pnl. **A**

Bg.

day night

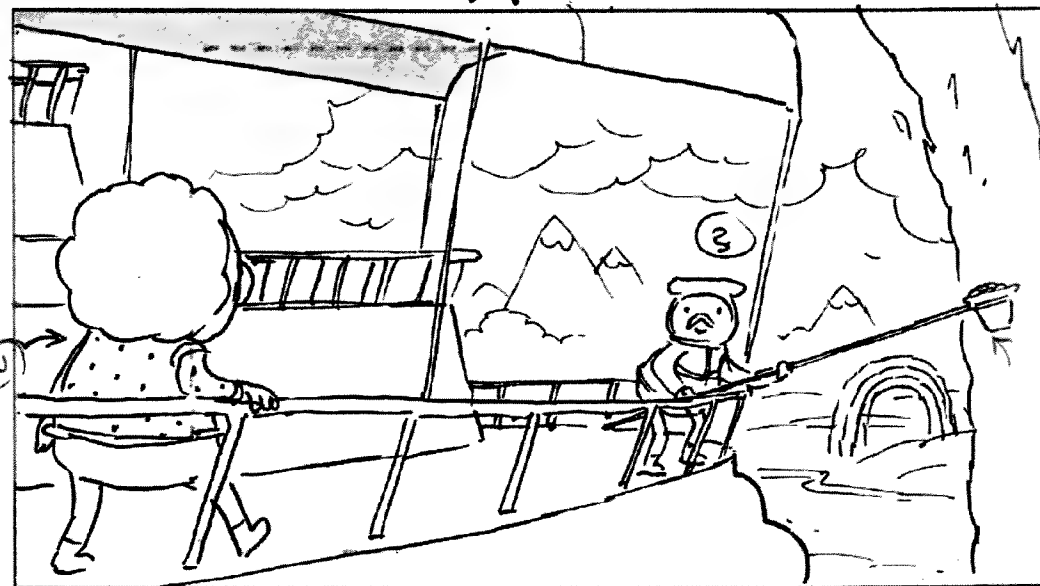


Sc. 54

Pnl. **A**

Bg.

day night

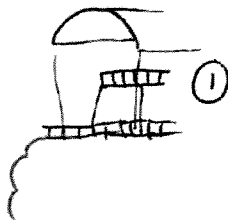


Dialog:

(PHL:) Mornin' Lemonhope, →

Action: - Fire rainbows in the Ice Kingdom (very rare)
- Lemonhope climbs up from hatch

Timing:



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ADVENTURE TIME

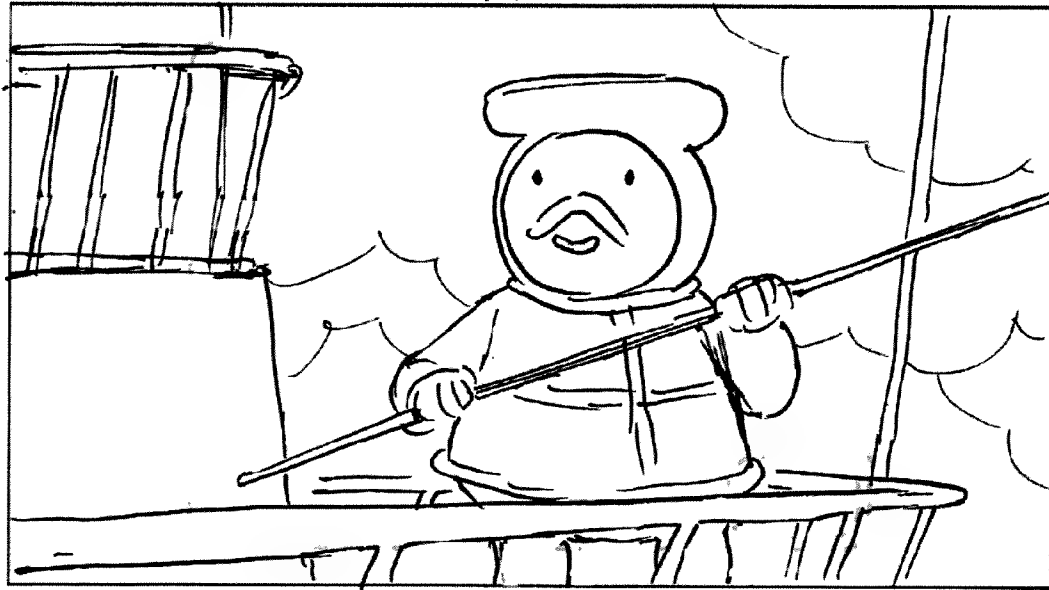


Sc. 55

Pnl. A

Bg.

day night



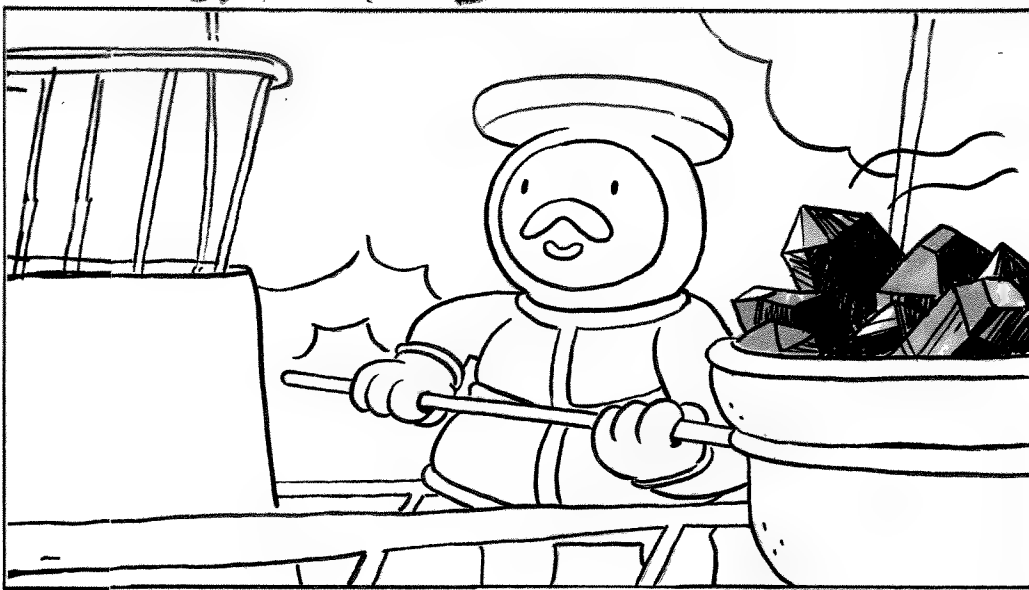
Sc. 55 CONT

Pnl. B

Bg.

Page 54
day night

54A NEXT



Dialog: PH → hey is there anymore
white coal down
down in the hold? →

PH More black diamonds equals
more love potions!

Action: - Phlannel displays Black diamonds to LH
- ADJ. W/ ACTION.

Timing:

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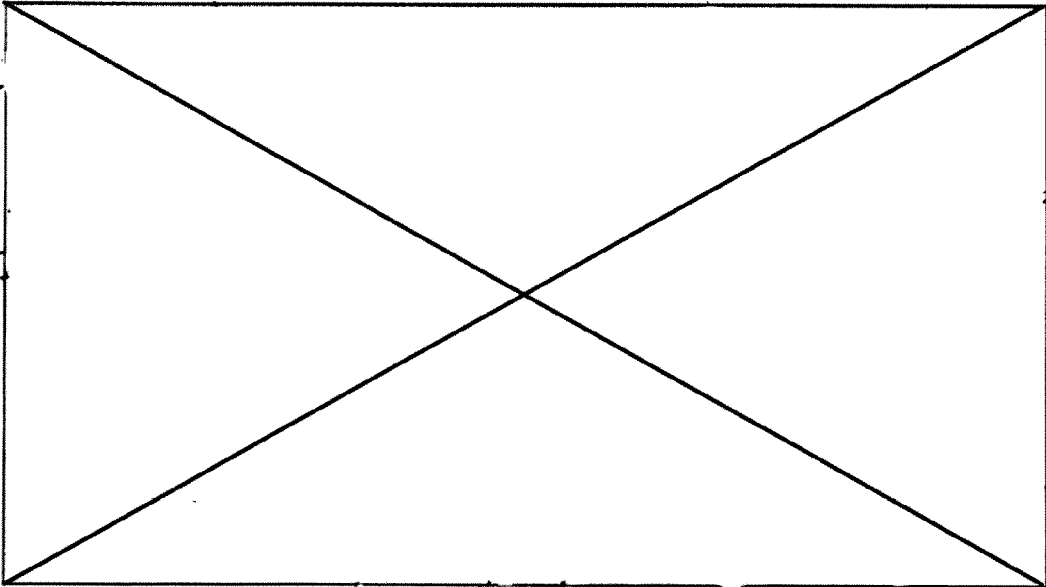
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ADVENTURE TIME



Page **54A**

Sc. Pnl. Bg. day night



Sc. 55 **CONT** Pnl. c Bg. day night



Dialog:	CAM ADJ.
Action:	AUG 02 2013
Timing:	

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ADVENTURE TIME

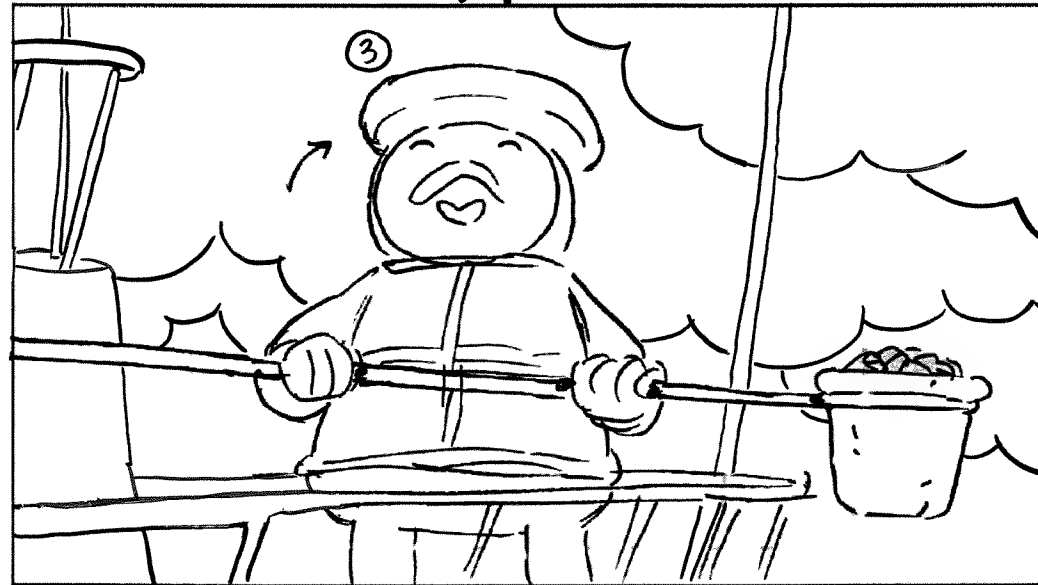


Page **55**

Sc. 56 Pnl. **A** Bg. day night



Sc. 57 Pnl. **A** Bg. day night



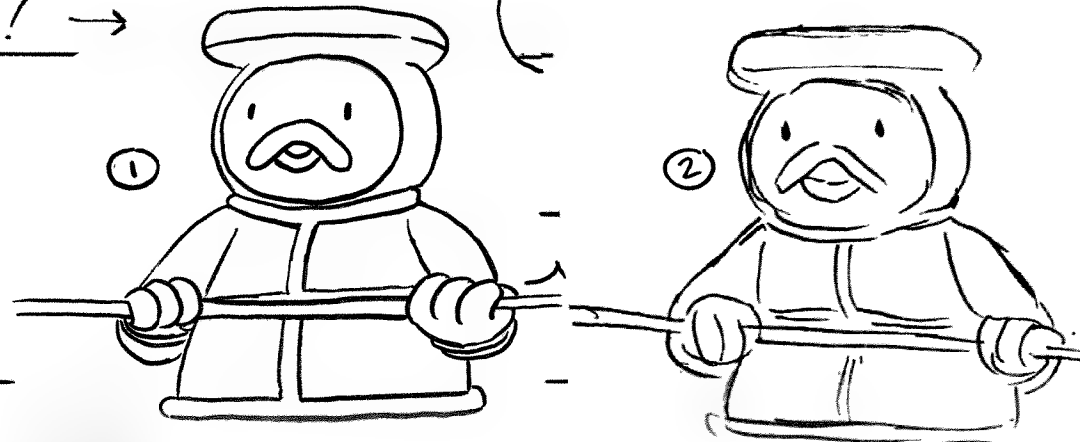
Dialog:

PHLAMMEL (O.S.) The old
"three 'R's", y'know what I'm
sayin': Ruh-Ruh-Romance! Haha! →

Action:

Timing:

PH: Oh man I can't wait
for some love!



EPISODE #

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Production :

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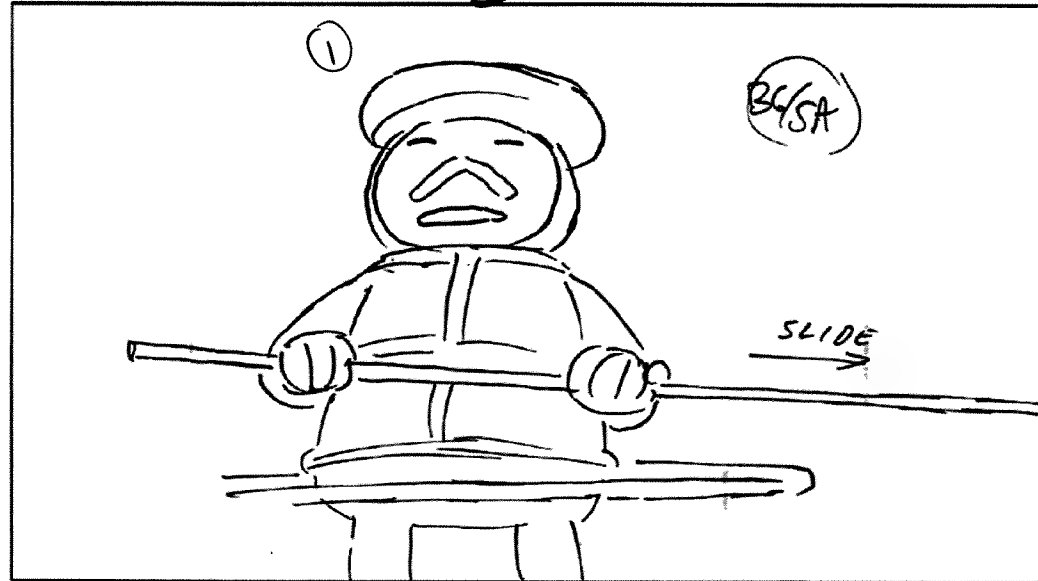
1014/157

ADVENTURE TIME

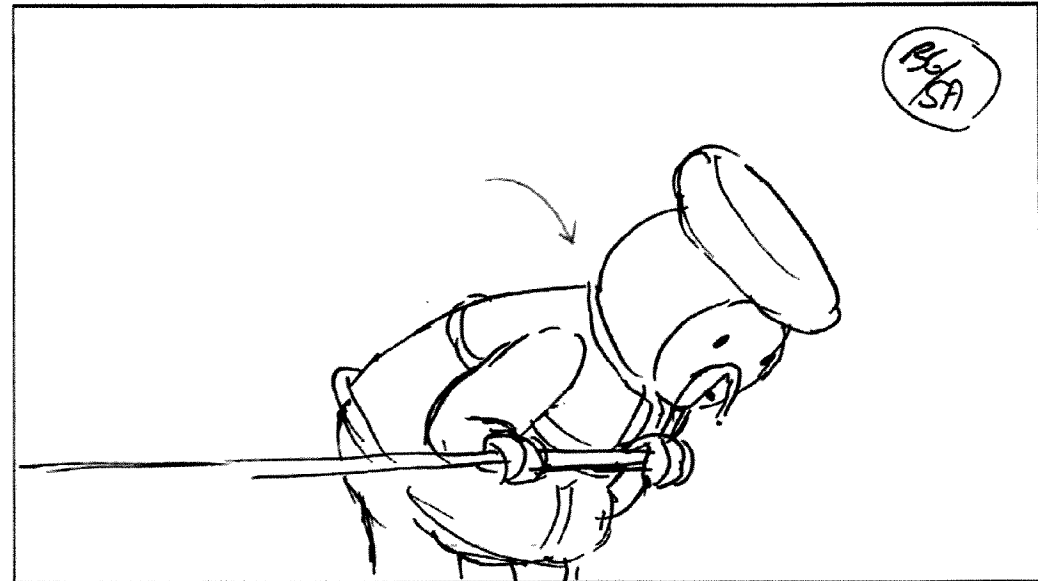


Page 56

Sc. 57 *CONT* Pnl. *B* Bg. day night



Sc. 57 *CONT* Pnl. *C* Bg. day night

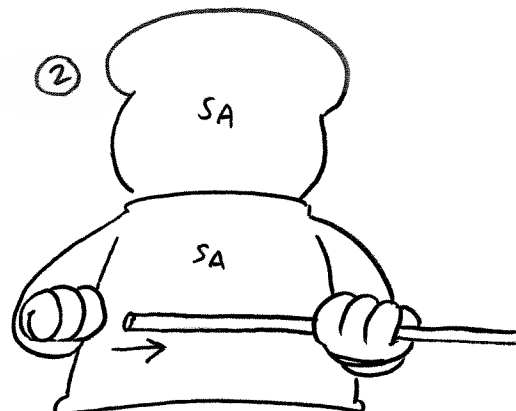


Dialog: (PHL) → it's been so lon-- whoops.

(PH) Oh...rats. Oh well.

Action:

Timing:



- LADLE SLIDES OUT OF PH LANNEL'S HANDS, THEN TIPS OVER FROM ITS OWN WEIGHT.



EPISODE #

Production :

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ADVENTURE TIME

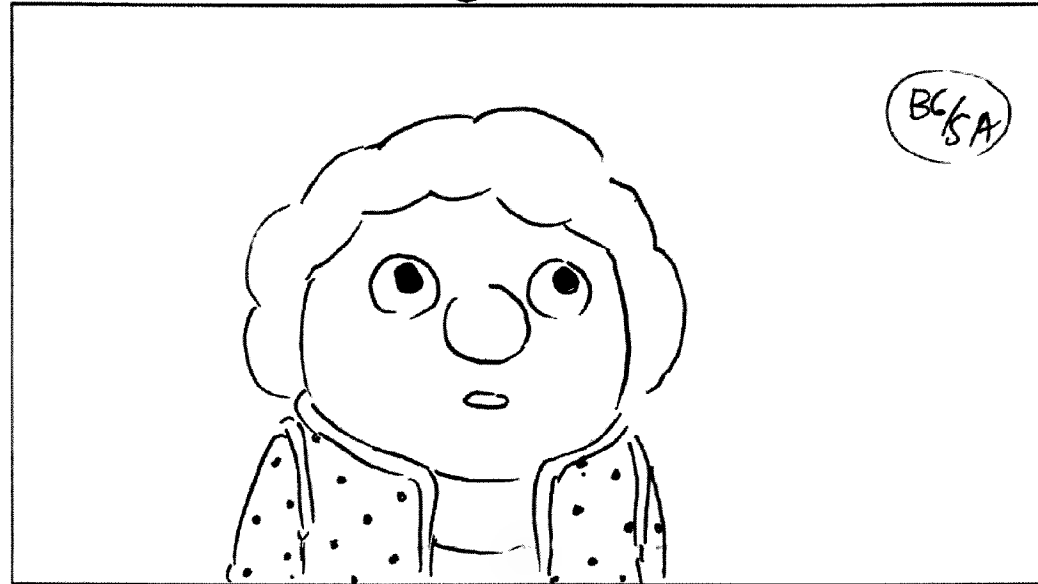


Page 57

Sc. 58 Pnl. A Bg. day night



Sc. 58 CONT Pnl. B Bg. day night



Dialog:

(PHLANNEL) (O.S.) .. Hey! Don't sweat it buddy! It wasn't your fault.

(LH:) It's not that Phlannel.

Action:

AUG 0 2 2013

Timing:

EPISODE #

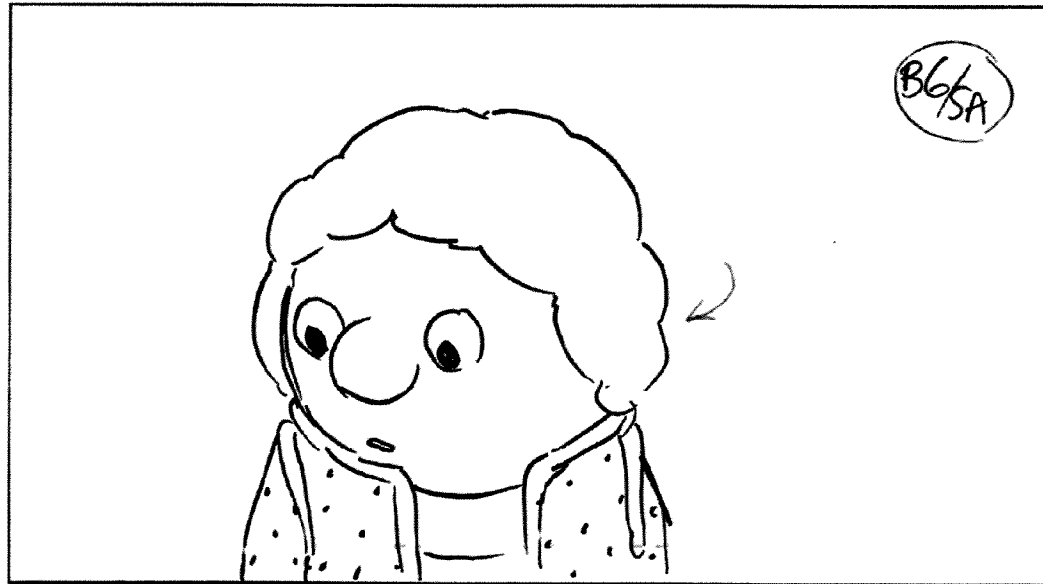
Production :

ADVENTURE TIME



Page 58

Sc. 58 CONT Pnl. C Bg. day night



Sc. 59 Pnl. A Bg. day night



Dialog: (LH:) I ... had a bad dream...

(PHLANNR:) Again? That's the third time this week.

Action:

AUG 02 2013

Timing:

EPISODE #

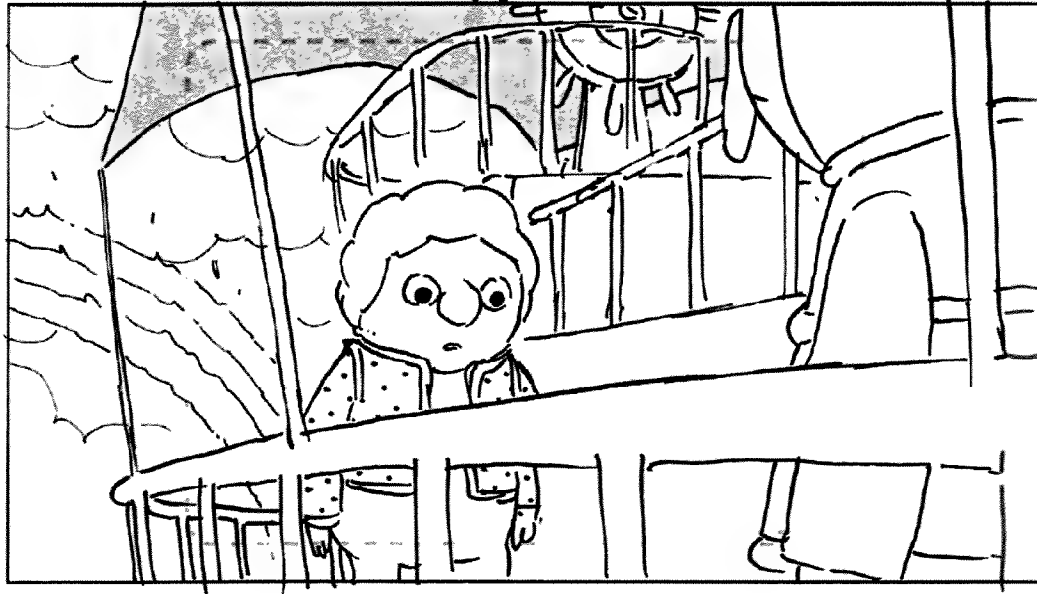
Production :

ADVENTURE TIME

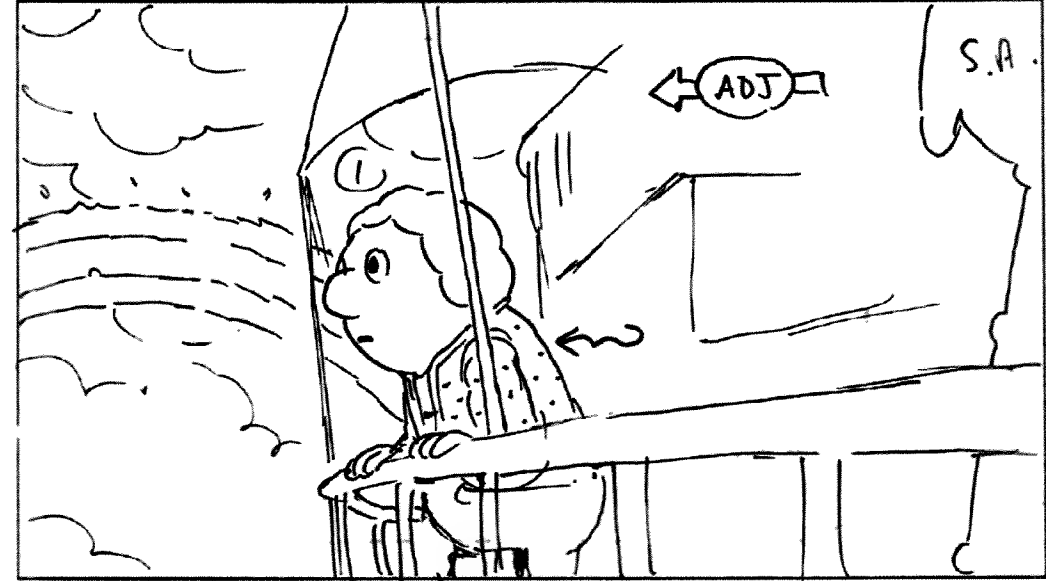


Page 59

Sc. 60 Pnl. A Bg. day night



Sc. 60 CONT Pnl. B Bg. day night



Dialog:

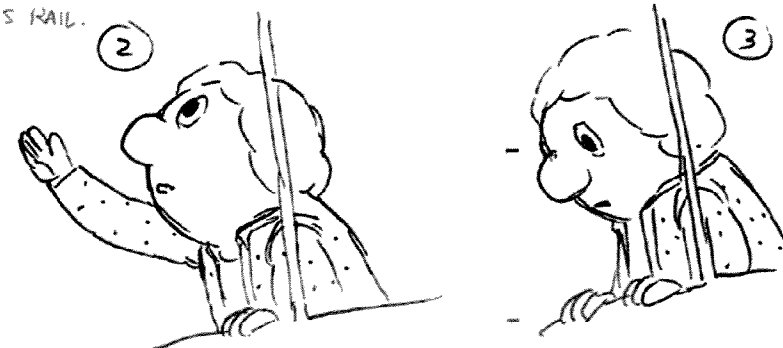
(LH:) * sigh *

(LH:) ① I'm free now phannel,
② to do all whatevs I ever wanted.
③ But all I think about is my old life.

Action:

- LH TURNS TOWARDS RAIL.
- ADJ. W/ ACTION

Timing:



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EPISODE #

Production :

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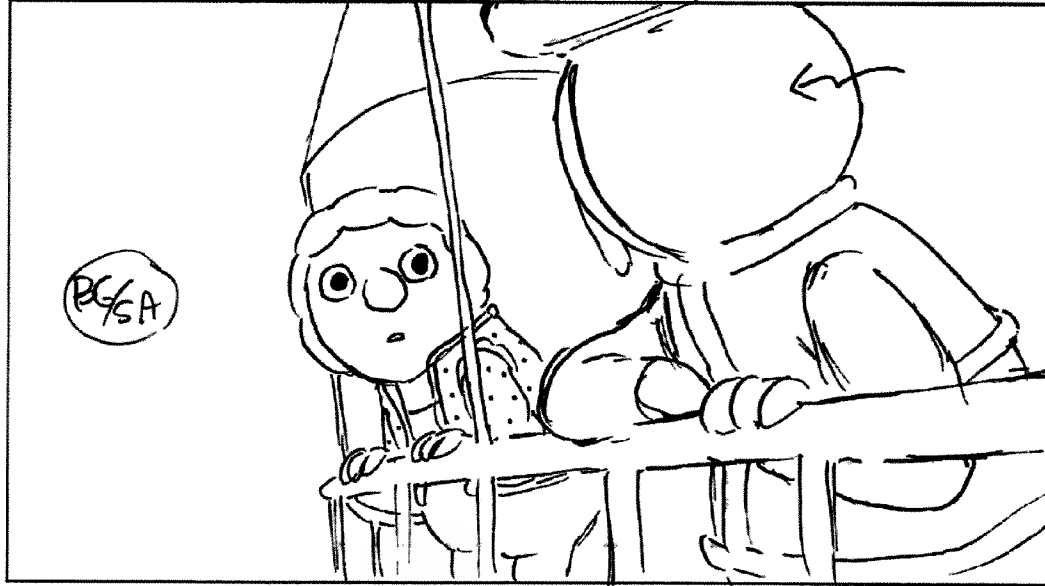
1014/157

ADVENTURE TIME

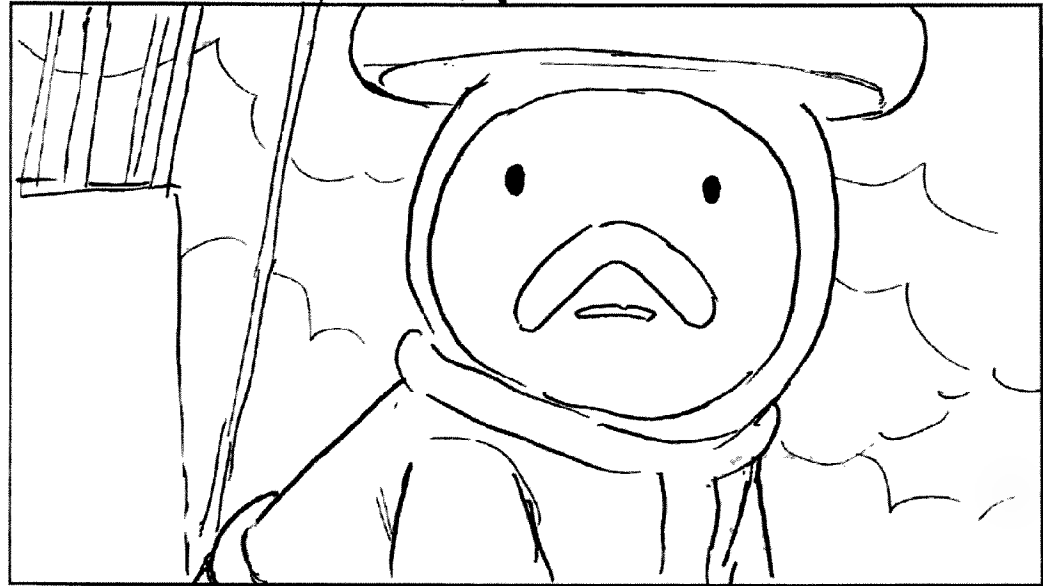


Page 60

Sc. 60 CONT Pnl. C Bg. day night



Sc. 61 Pnl. A Bg. day night



Dialog:

(LH:) What does it mean?

(PHCANNEZ:) Well...

Action:

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Timing:

EPISODE #

Production :

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ADVENTURE TIME



Page 61

Sc. 61 CONT Pnl. B Bg. day night



Sc. 62 Pnl. A Bg. day night



Dialog:

(PH:) → it's true you are free, →

- ① free to help the Lemon people or to leave them be -
- ② But a debt unpaid is not easily forgotten.

Action:

- Fish are within the fire Rainbow

Timing:



AUG 02 2013

EPISODE #

Production :

1014/157

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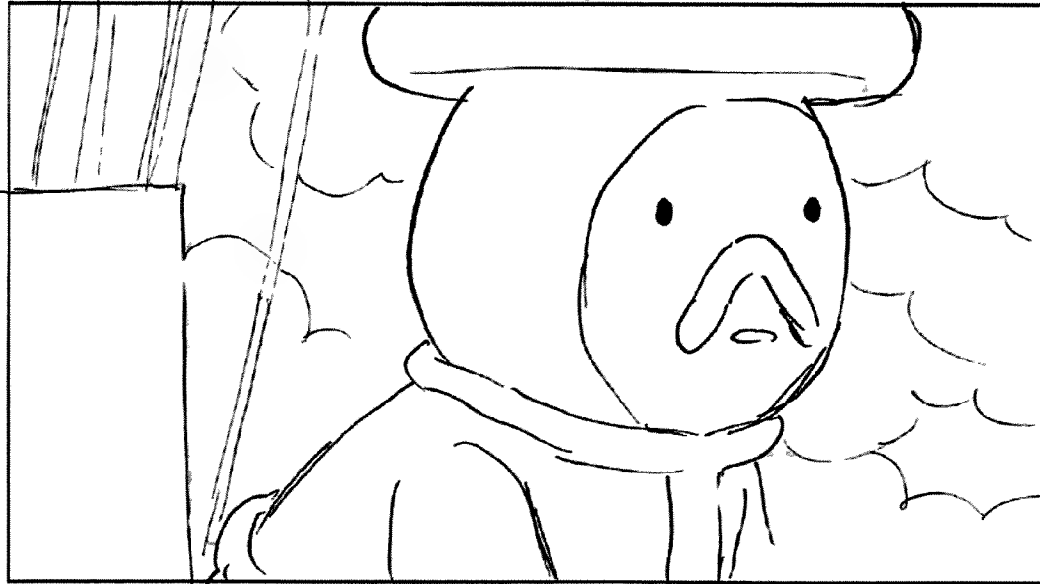
1014/157

ADVENTURE TIME

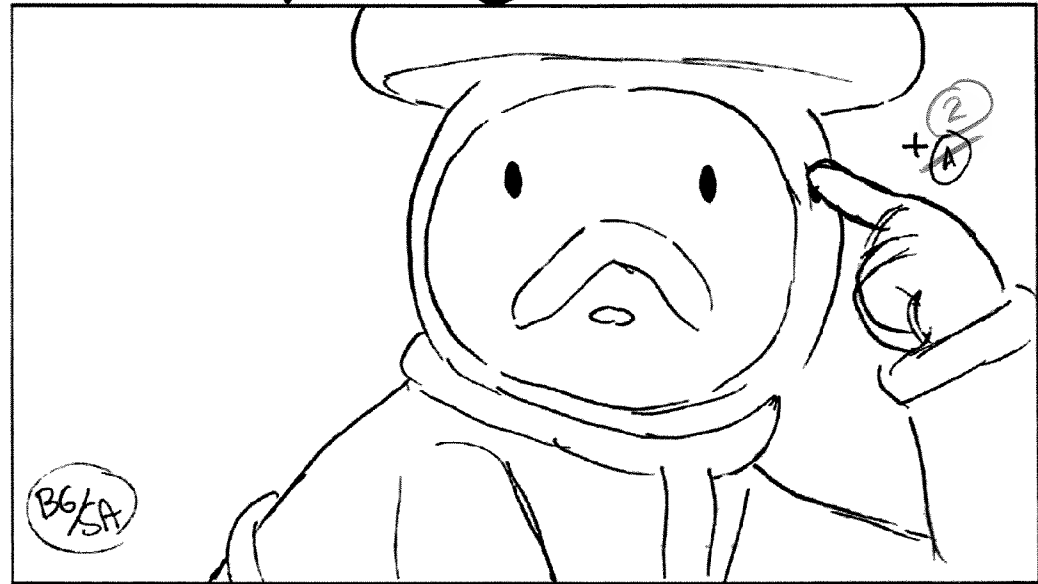


Page 62

Sc. 63 Pnl. A Bg. day night



Sc. 63 CONT Pnl. B Bg. day night



EPISODE #

Dialog:	(P)Hannel: So you are a prisoner still, →	PB "in deinem Kopf."
Action:	A B A B A	
Timing:	<div style="display: flex; align-items: center;"> <div style="text-align: center;"> <p>①</p> <p>S.P.</p> </div> <div style="text-align: center;"> <p>- P-LANNEL TAPS TEMPLE</p> </div> </div>	

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Production

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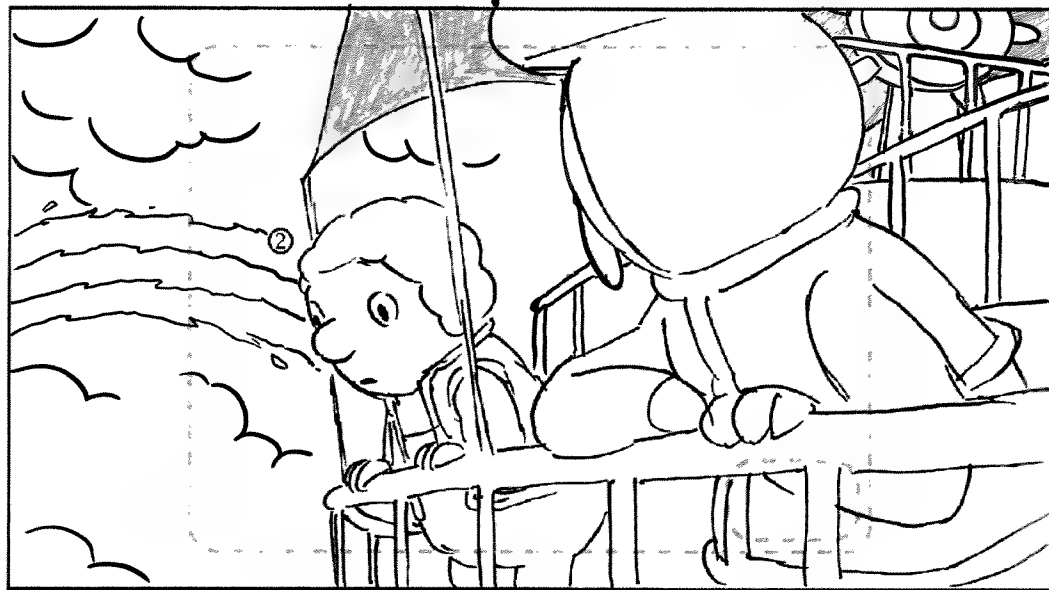
1014/157

ADVENTURE TIME

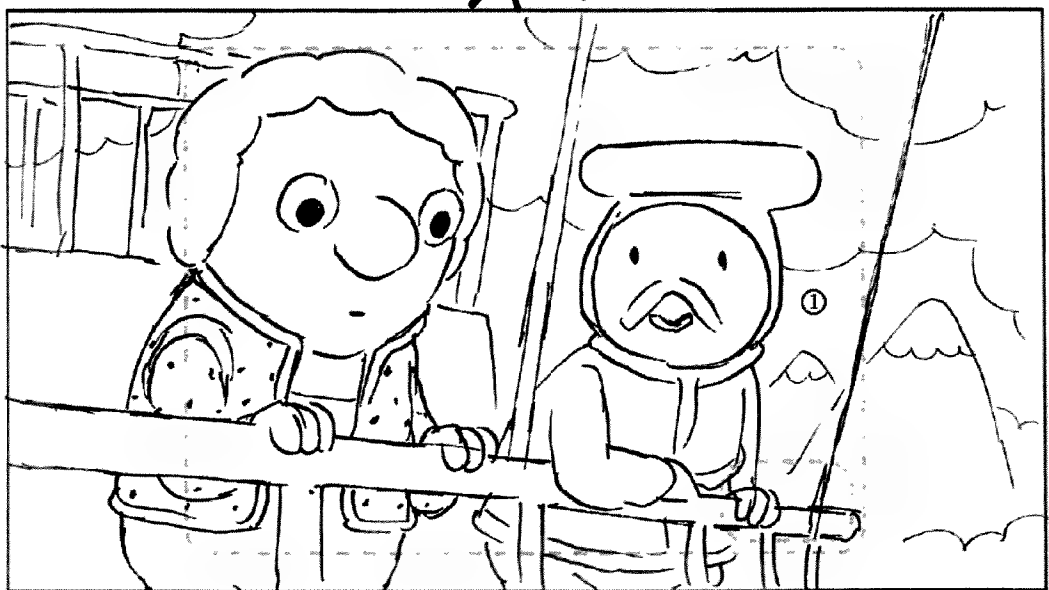


Page 63

Sc. 64 Pnl. A Bg. day night



Sc. 65 Pnl. A Bg. day night

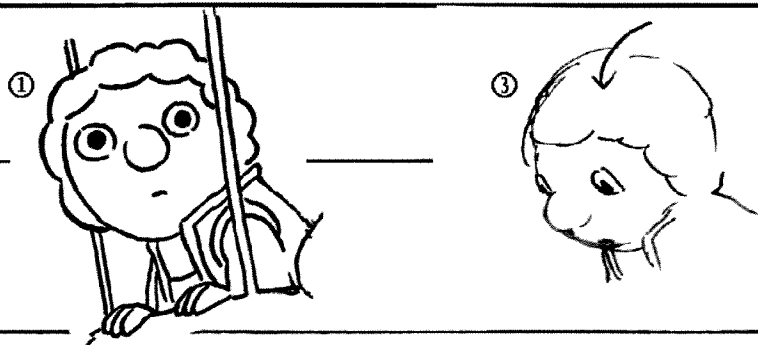


Dialog: (LH:) Huh. That's what mistress always said... but I didn't even listen.

(PHANREZ:) Ah - Lemonhope - (3) You're a DOER, not a listener.

Action:

Timing:



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1014/157

1014/157

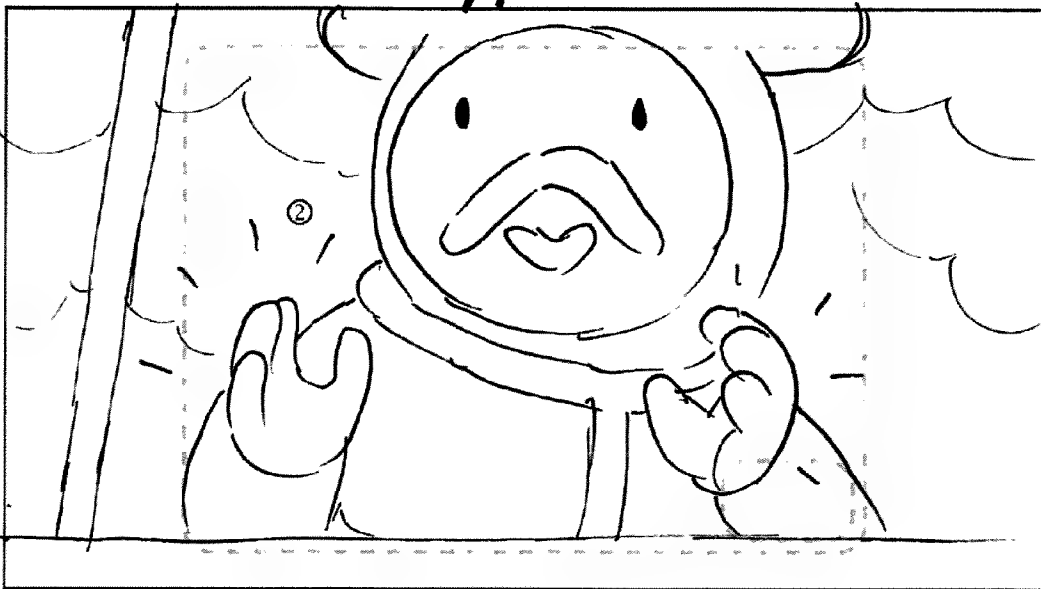
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ADVENTURE TIME

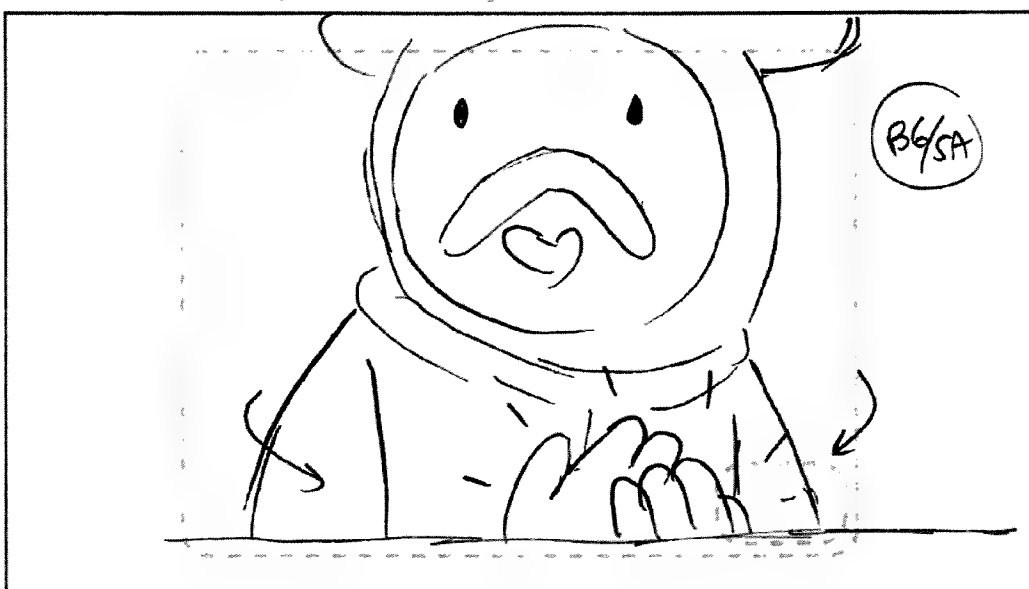


Page 64

Sc. 66 Pnl. A Bg. day night



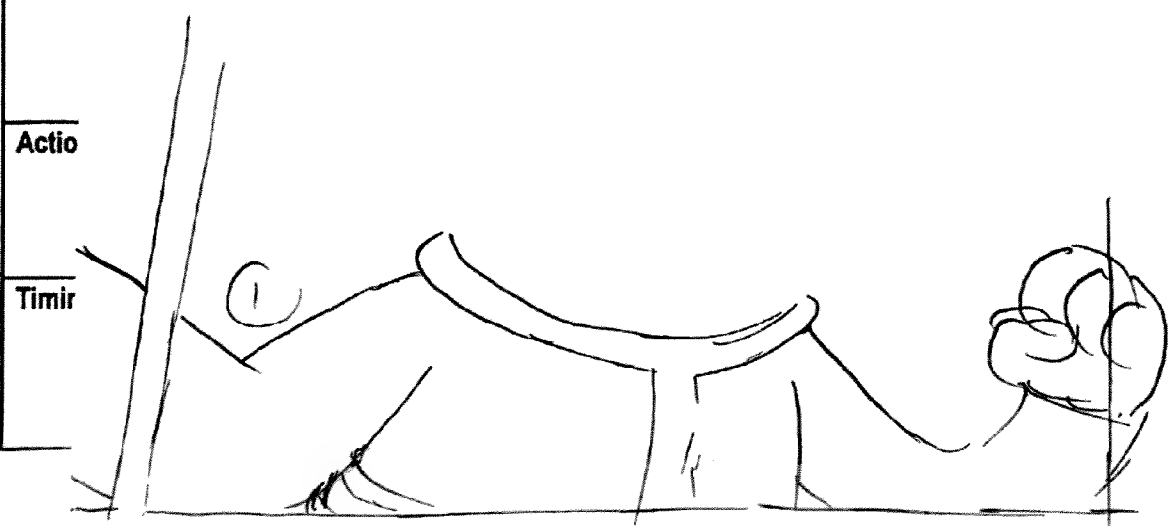
Sc. 66 CONT Pnl. B Bg. day night



Dialog: PH: You learn with your hands, →

Actio

Timir



and heart, →

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Production :

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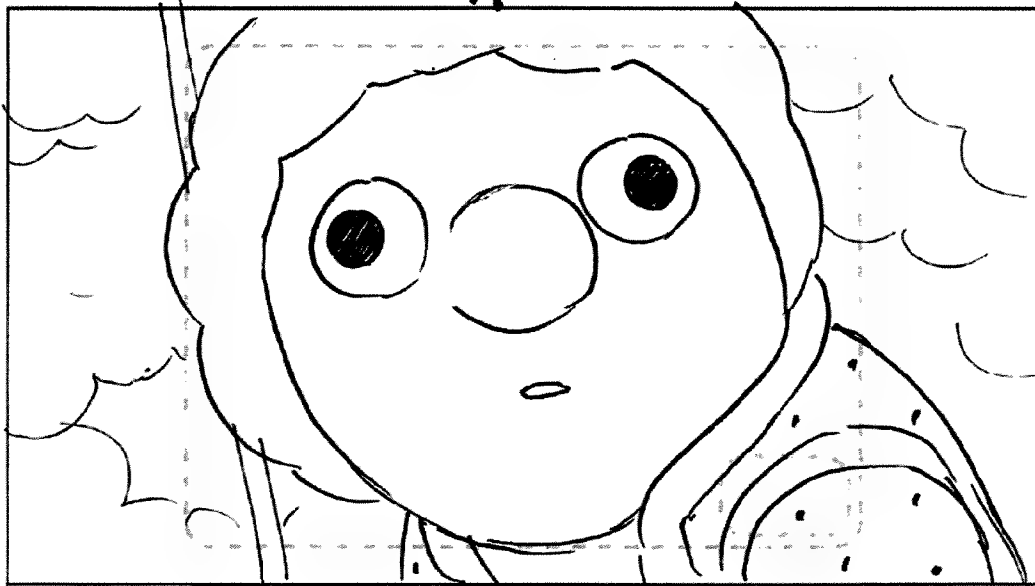
1014/157

ADVENTURE TIME

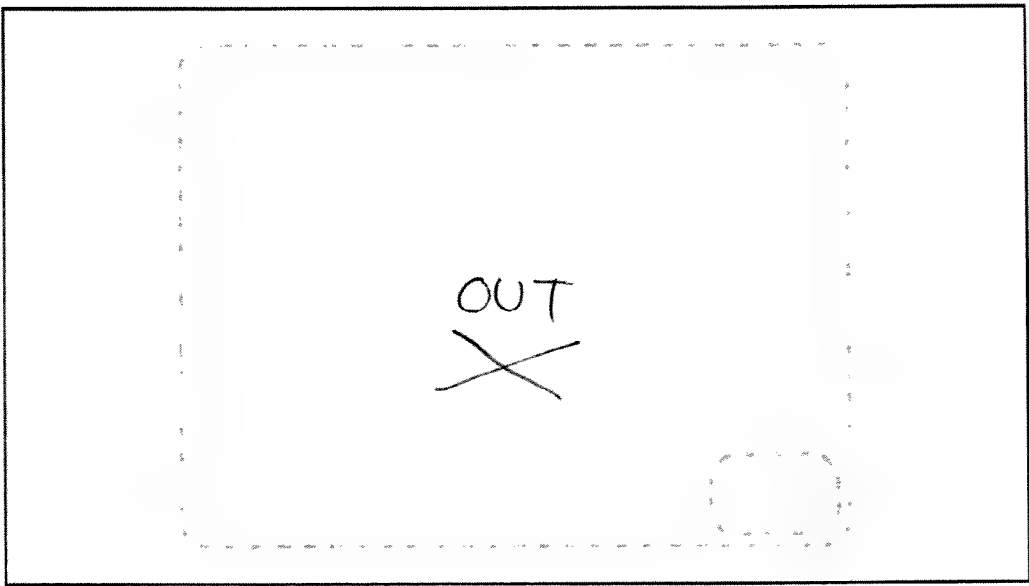


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Sc. 67 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	short - Beat -
Action:	
Timing:	

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Sc. 67 CONT Pnl. B Bg. day night



Sc. 68 Pnl. A Bg. day night



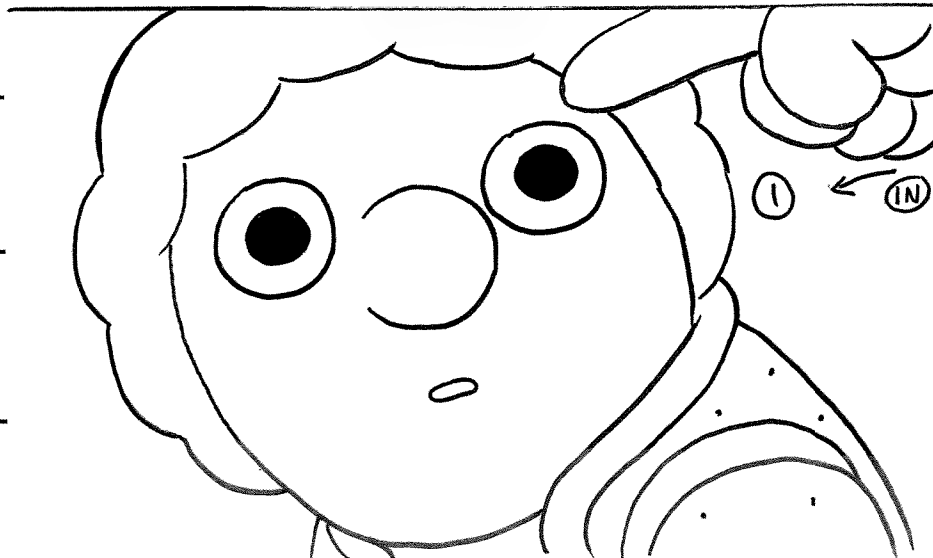
Dialog:

PH/CANNER (O.S.) Not your head.

(PH) So what will you do, Lemonhope?

Action:

Timing:



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EPISODE #

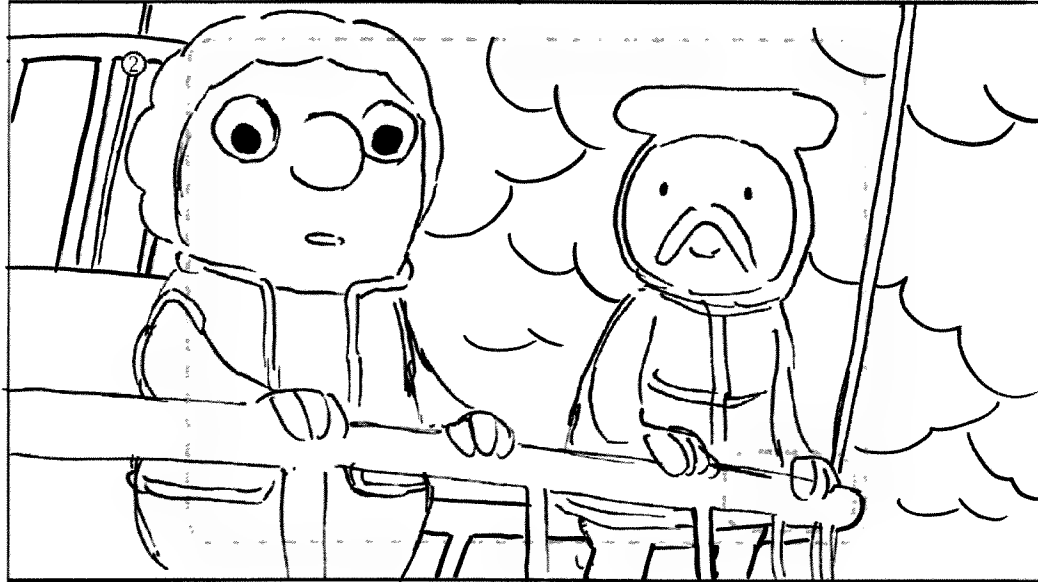
Production :

ADVENTURE TIME



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Sc. 69 Pnl. A Bg. day night



Sc. 69 CONT Pnl. B Bg. day night



Dialog: (44) I'll... I'll go back... And I'll help my people... → (1) and... (2) maybe I'll feel better.

Action:

Timing:



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EPISODE #

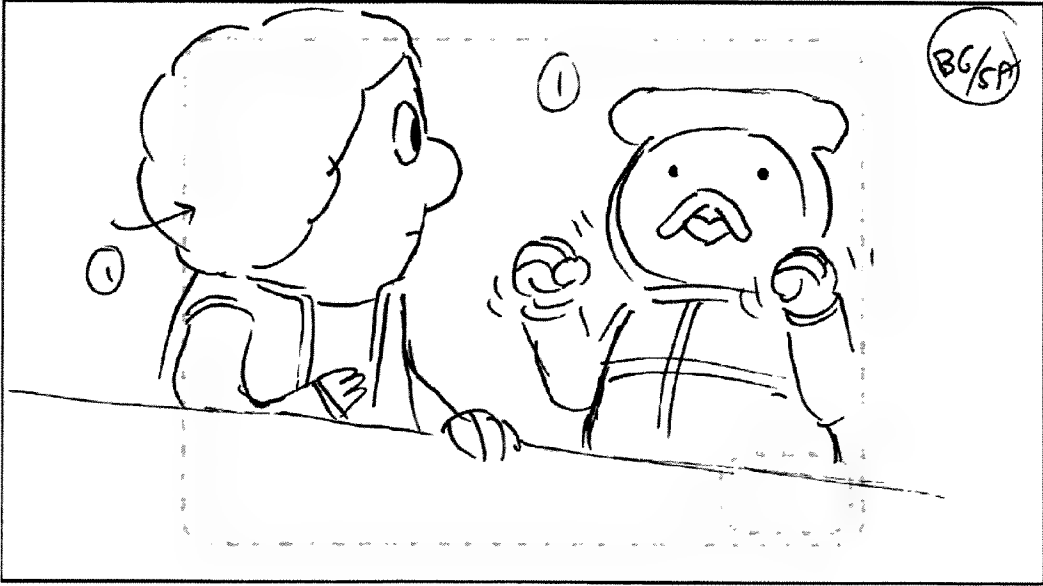
Production :

ADVENTURE TIME

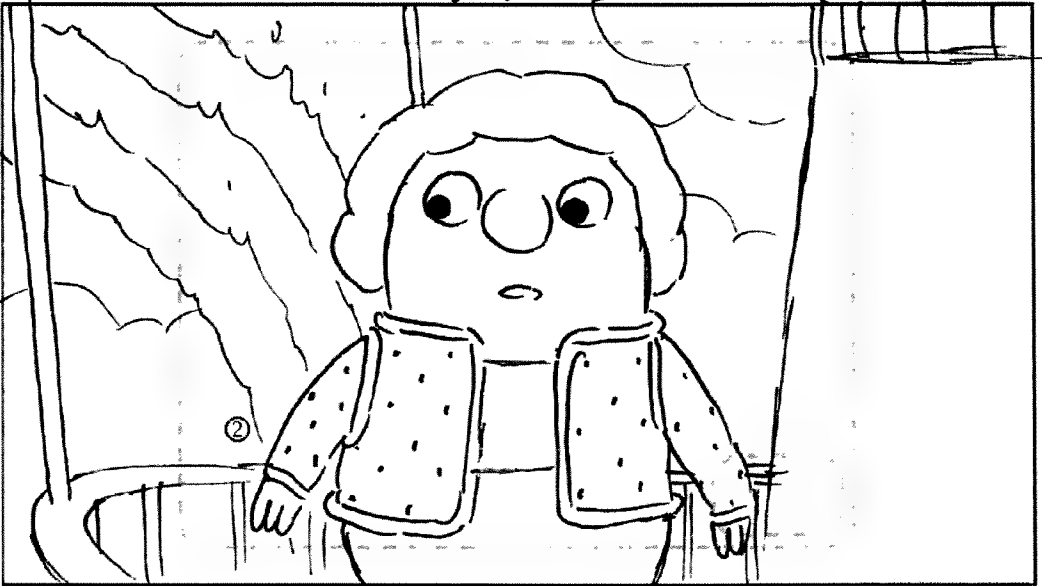


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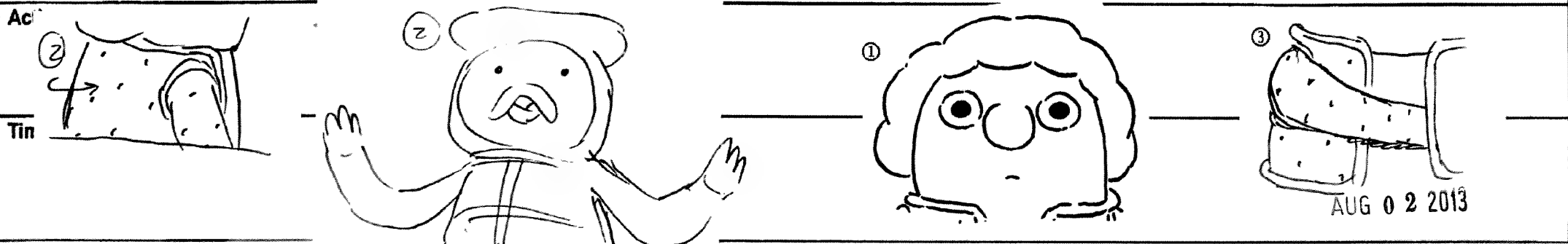
Sc. 69 CONT Pnl. C Bg. day night



Sc. 70 Pnl. A Bg. day night



Dialog: PH: ① Haha!
② And how will you do it?
LH: ① um...
② wiifh... →



EPISODE #

Production :

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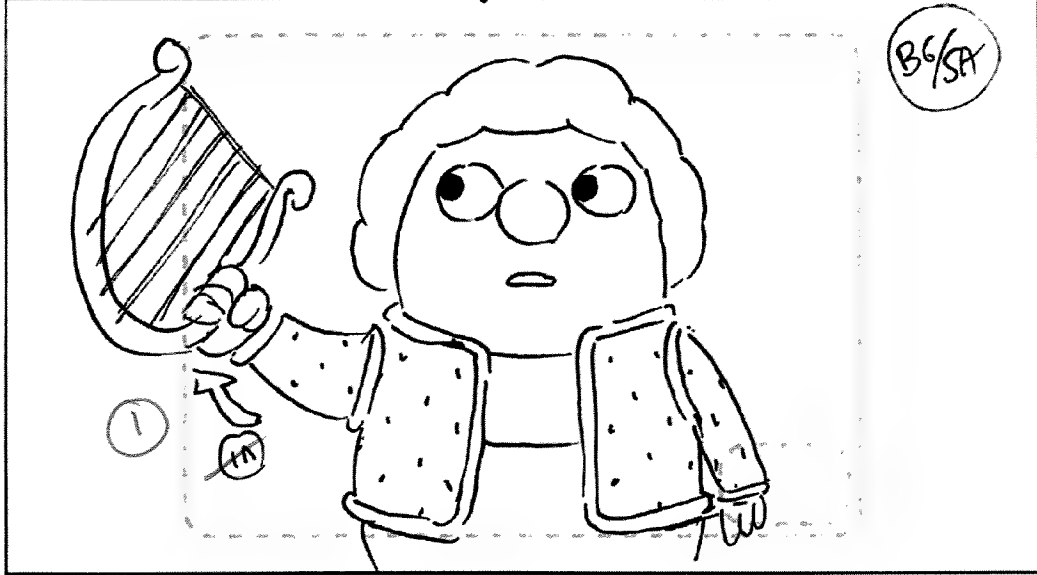
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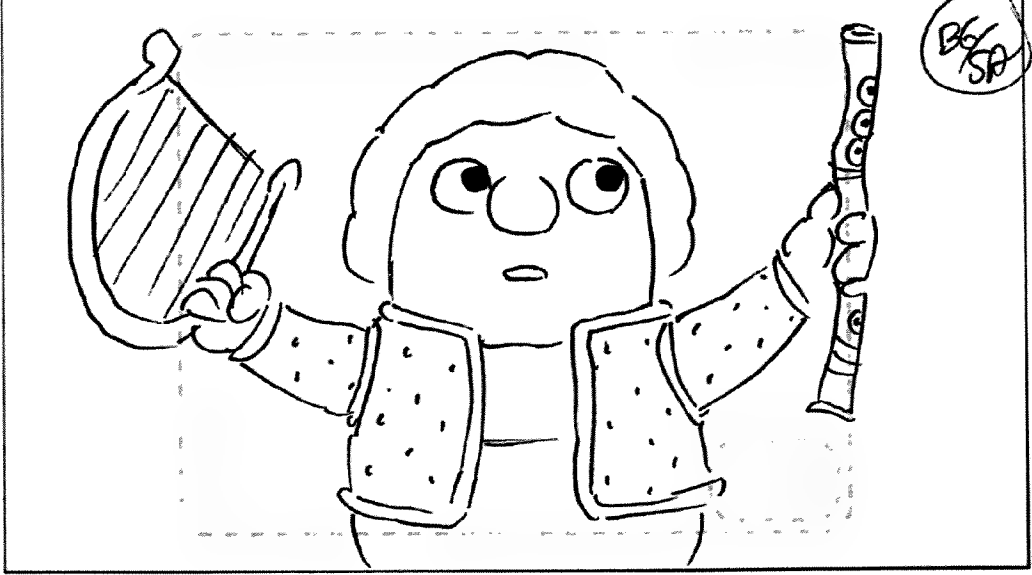
ADVENTURE TIME



Sc. 70 CONT Pnl. B Bg. day night



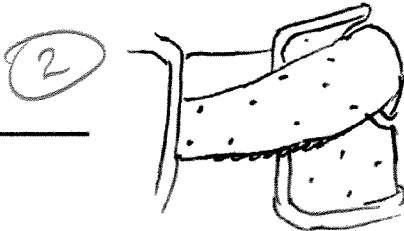
Sc. 70 CONT Pnl. C Bg. day night



Dialog: (LH) → my harp...
(2) and...
(LH) → my flute, →

Action:

Timing:



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EPISODE #

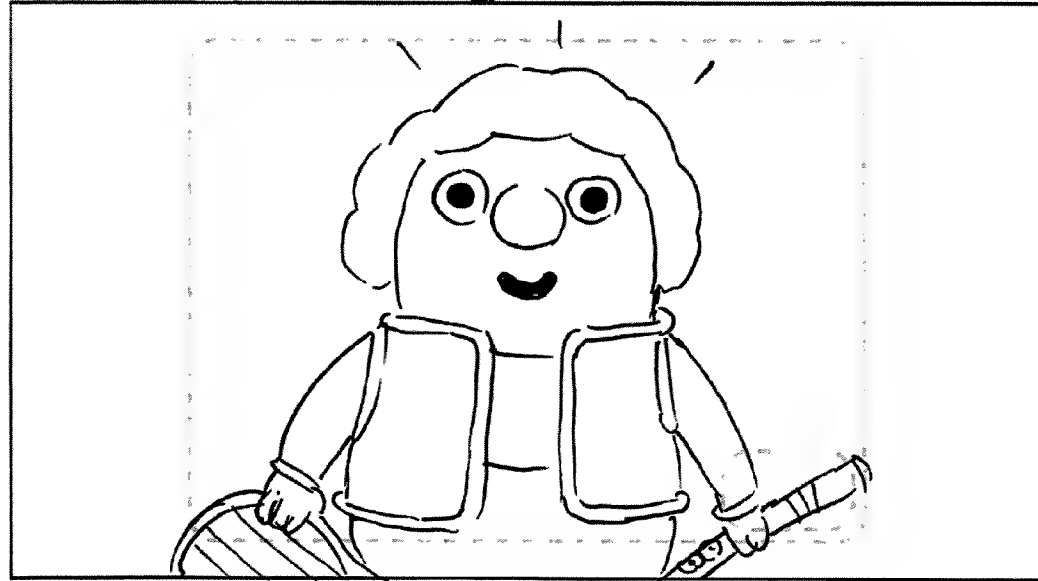
Production :

ADVENTURE TIME

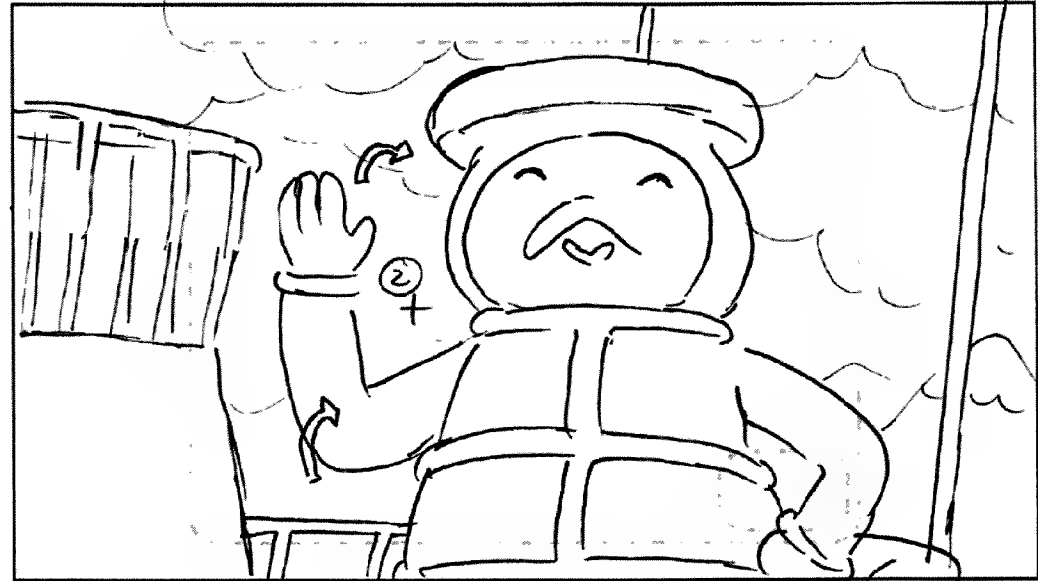


Page 70

Sc. 70 *CONT* Pnl. *D* Bg. day night



Sc. 71 Pnl. *A* Bg. day night



Dialog: (LH) and help from my friend Phlannel.

(PHL:) Ah, little Lemonhope,

Action:

Timing:



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ADVENTURE TIME



Page 71

Sc. 71 cont Pnl. B Bg. day night



Sc. 71 cont Pnl. C Bg. day night



Dialog:

(PHL): Of course I'll take you as far as I can, →

Action:

Timing:

(PH): But I can't interfere directly in Lemongrab politics.

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Production :

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1014/157

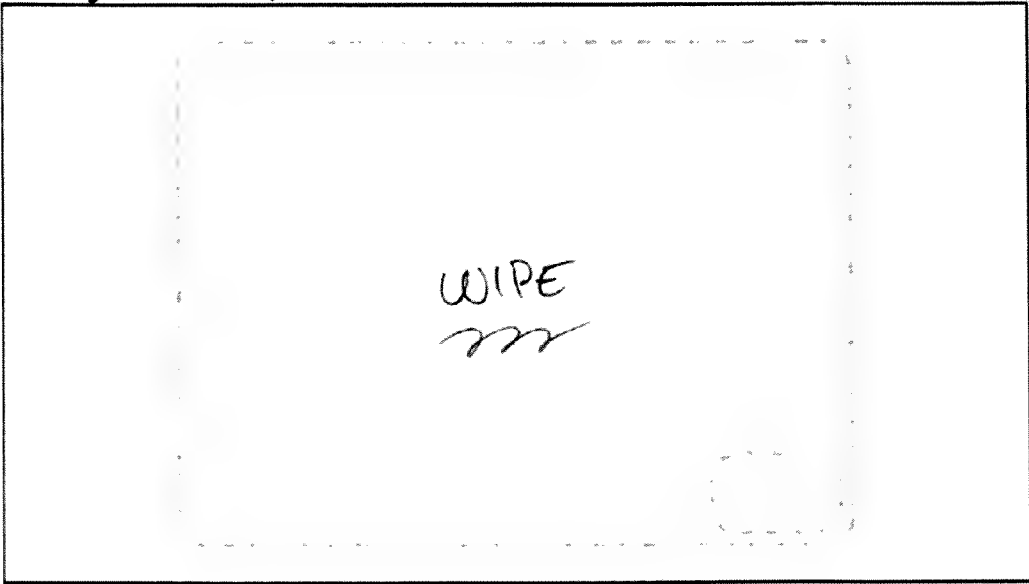
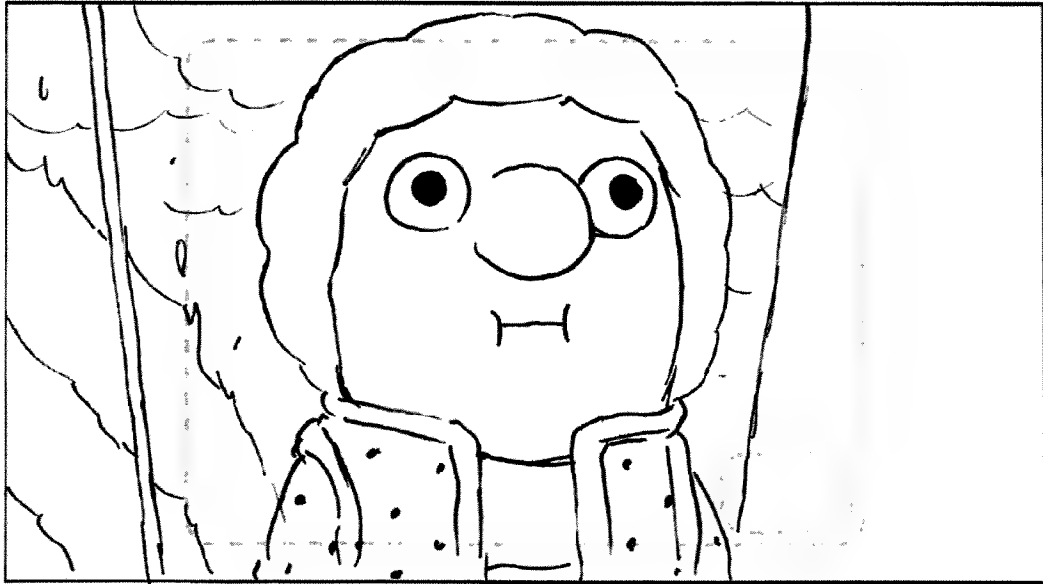
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ADVENTURE TIME



Sc. 72 Pnl. A Bg. day night Sc. 72 CONT Pnl. Bg. day night



Dialog:	PHLANNEL (O.S.) → all those old pacts and treaties have me sklonked up tighter than a synthetic zanoit sterilizer bed compressor tube enlarger on garbage day.
Action:	
Timing:	AUG 02 2013

EPISODE #

Production :

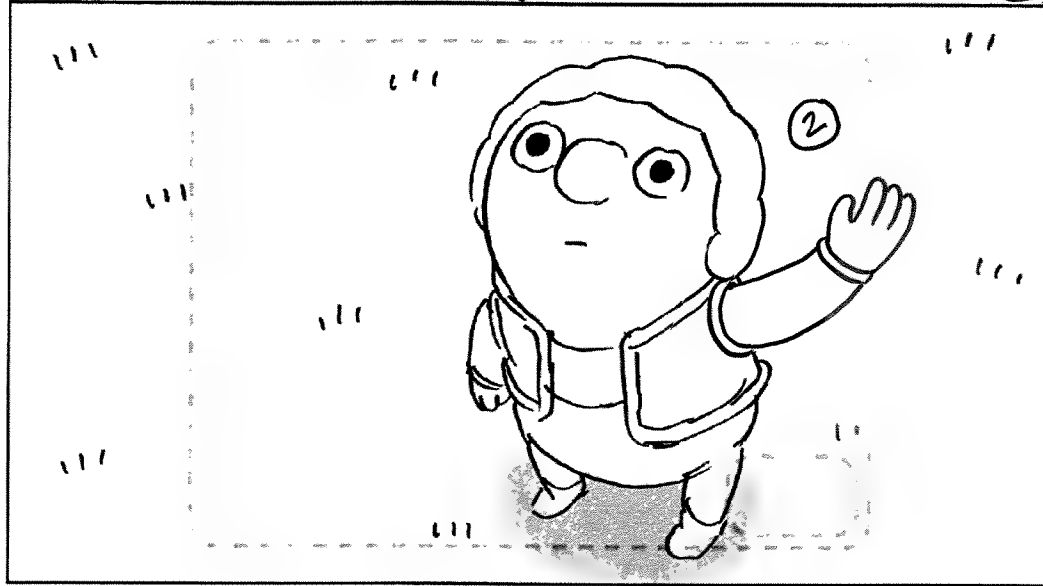
1014/157

1014/157

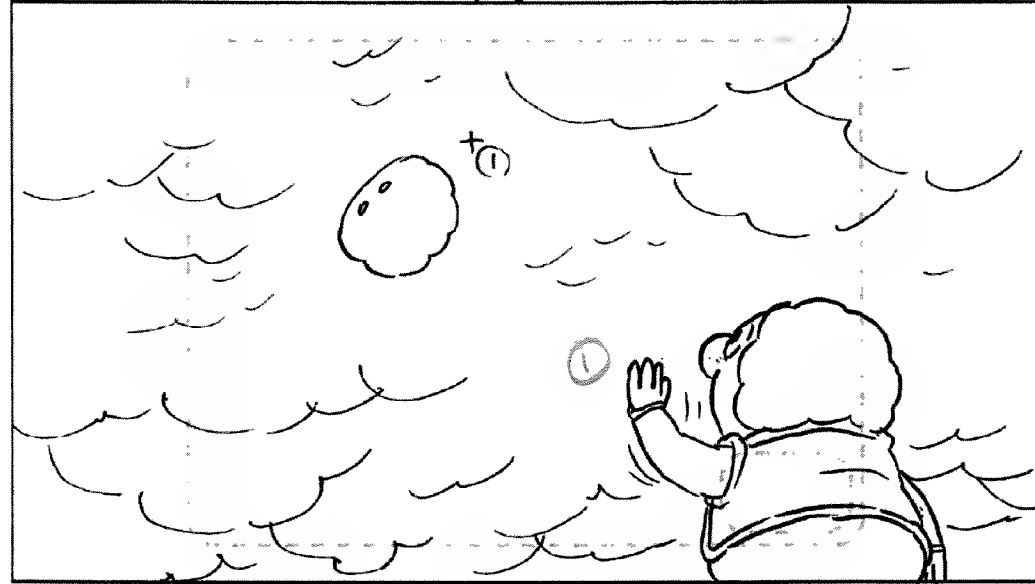
ADVENTURE TIME



Sc. 73 Pnl. A Bg. day night



Sc. 74 Pnl. A Bg. day night



Dialog:

Action:

☆ NIGHT ☆
- LH waves to phlannel

Timing:



- ship recedes
- LH waves goodbye



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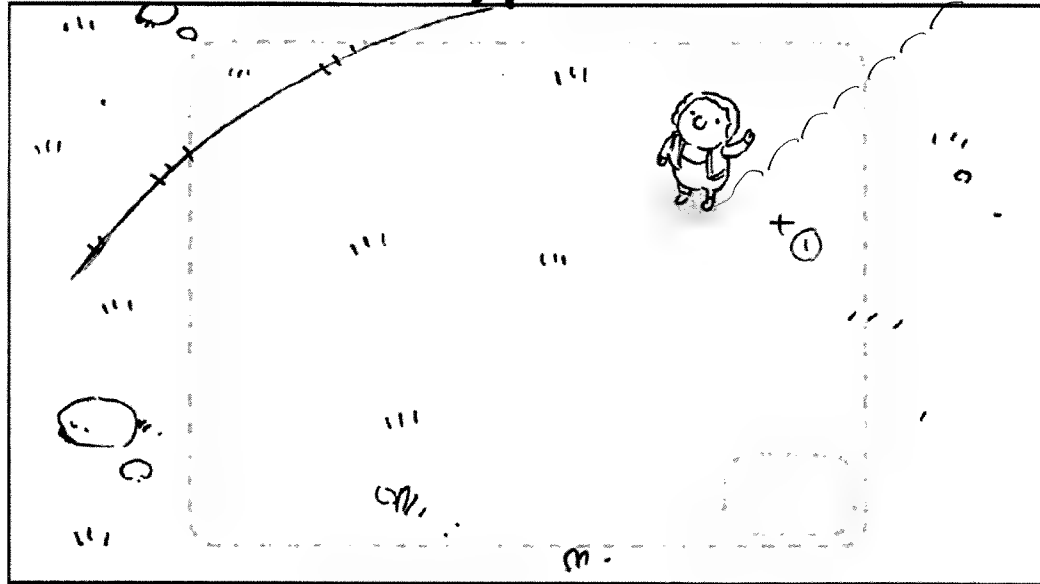
1014/157

ADVENTURE TIME

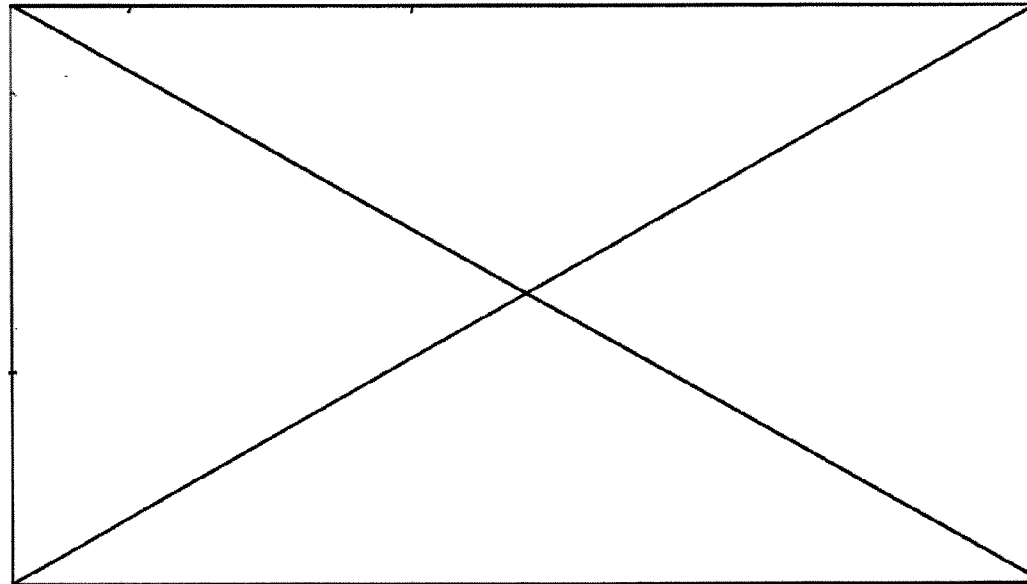


Page **74**
74A NEXT

Sc. **75** Pnl. **A** Bg. day night

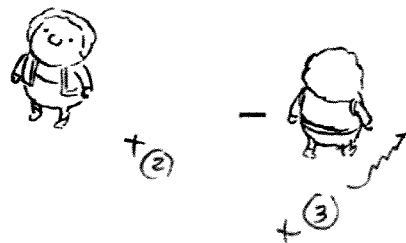


Sc. Pnl. Bg. day night



Dialog:

Action:



-LH WALKS ON SC.

AUG 02 2013

Timing:

EPISODE #

Production :

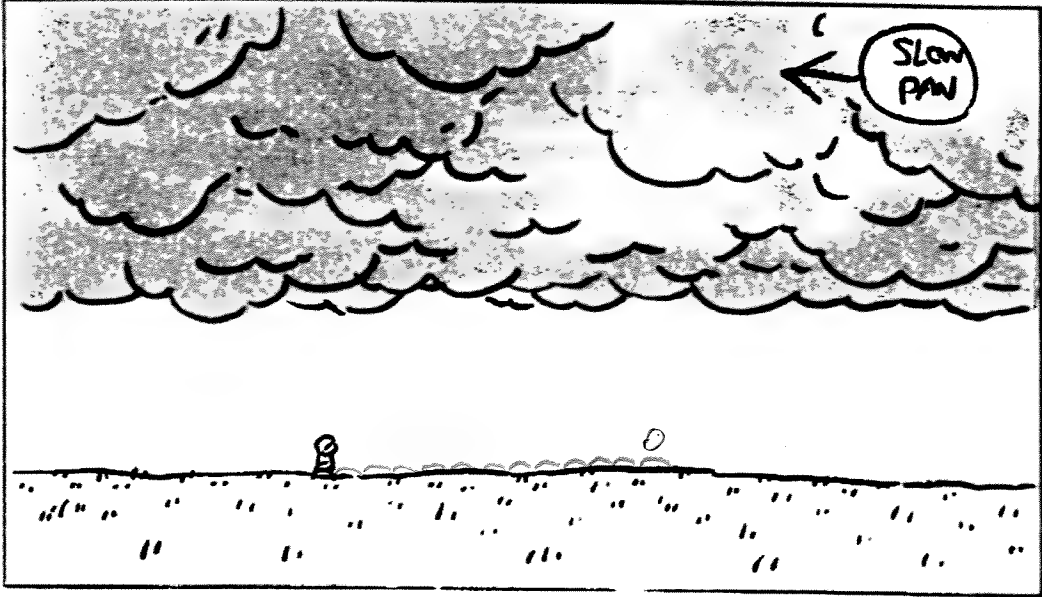
NEW

ADVENTURE TIME

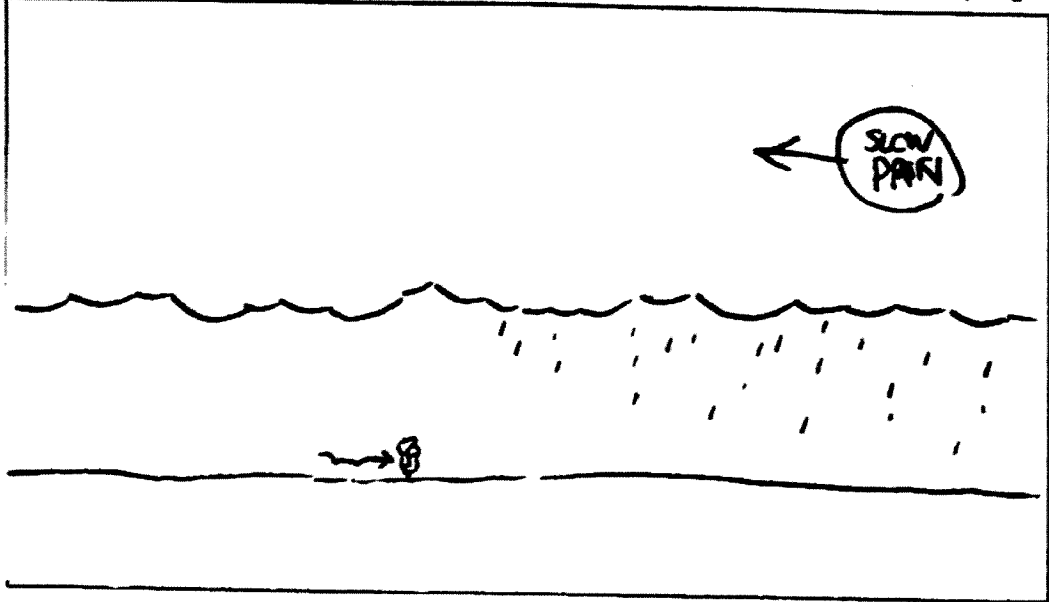


Page 74A
~~74B~~ NEW
day night

Sc. 75A Pnl. A Bg. day night



Sc. 75A cont Pnl. B Bg. day night



Dialog:	SFX: * DRIZZLING *
Action:	- LH WALKS ACROSS FIELD. - MULTIPLE LAYERS of CLOUDS SLOWLY PAN LEFT - STARTS RAINING ON LH
Timing:	AUG 0 2 2013

EPISODE #

Production :

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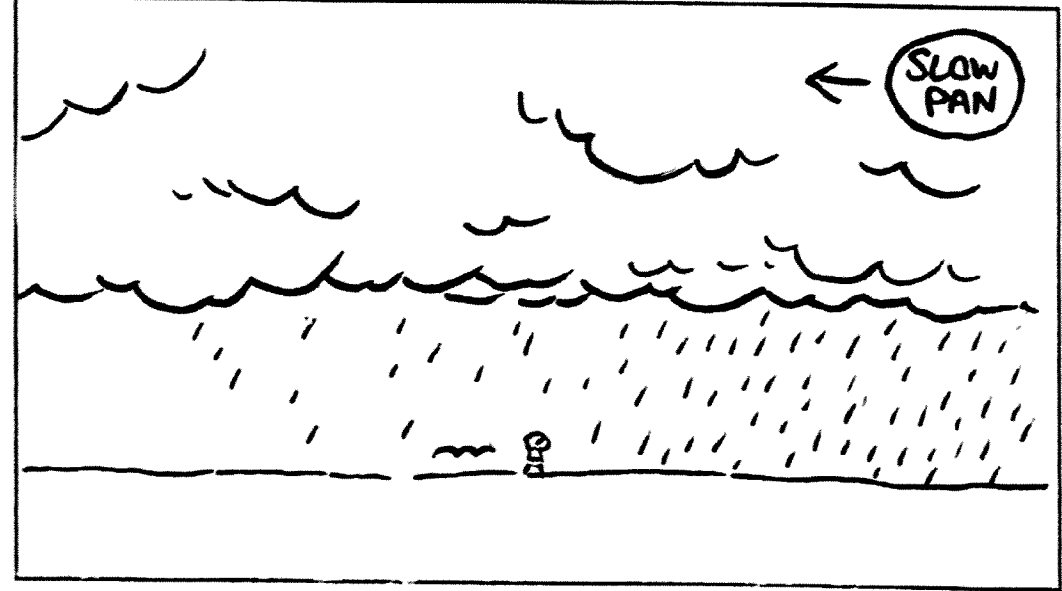
ADVENTURE TIME



Sc. 75A cont Pnl. C

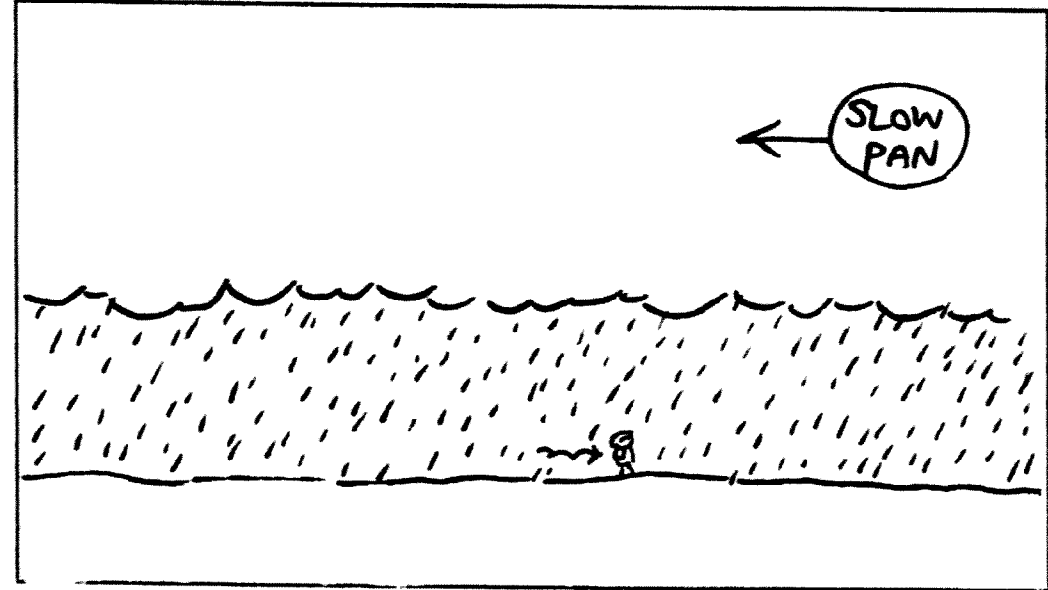
Bg.

day night



Sc. 75A cont Pnl. D

Bg.



Dialog:
Sfx: * RAIN INCREASES
Action:
-FULL DOWNPOUR.
Timing:
AUG 02 2013

EPISODE #

Production :

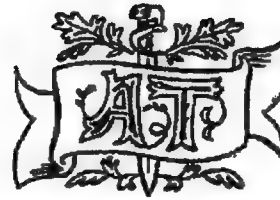
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ADVENTURE TIME



REVISED
08/05/13

Page 74C
75 NEXT
day night

Sc. 76

Pnl. A

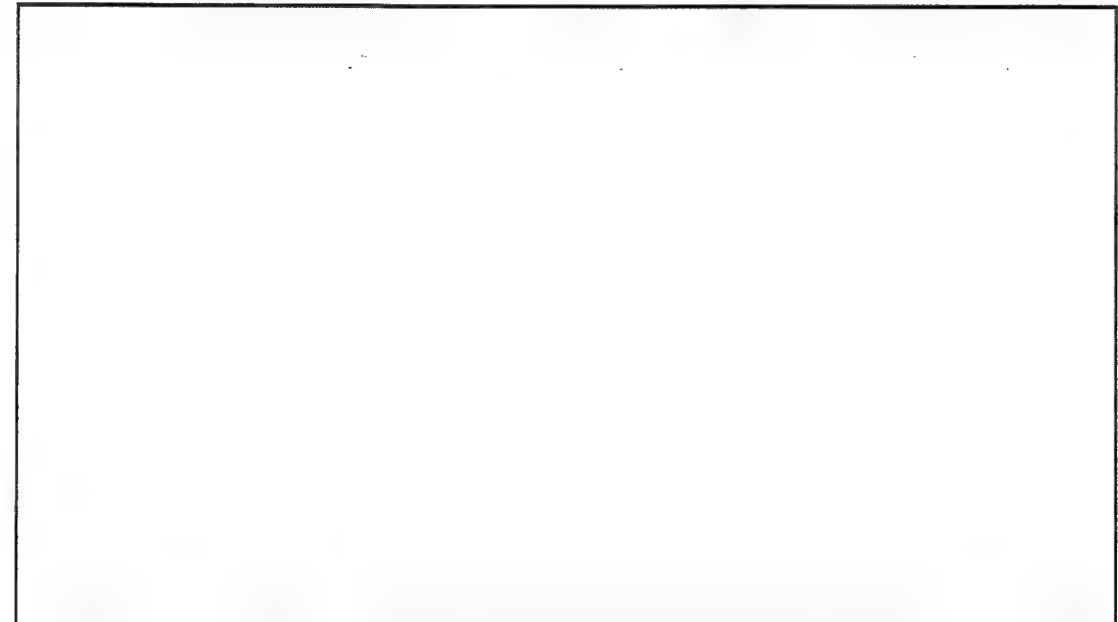
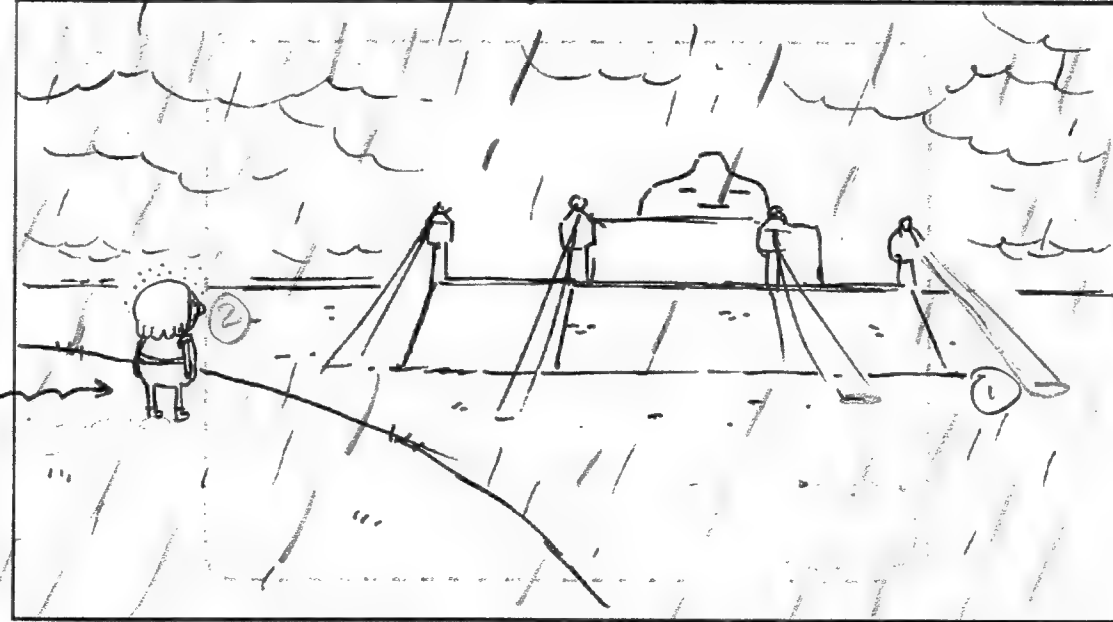
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:	
Action:	
Timing:	



AUG 02 2013

EPISODE #

Production :

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ADVENTURE TIME



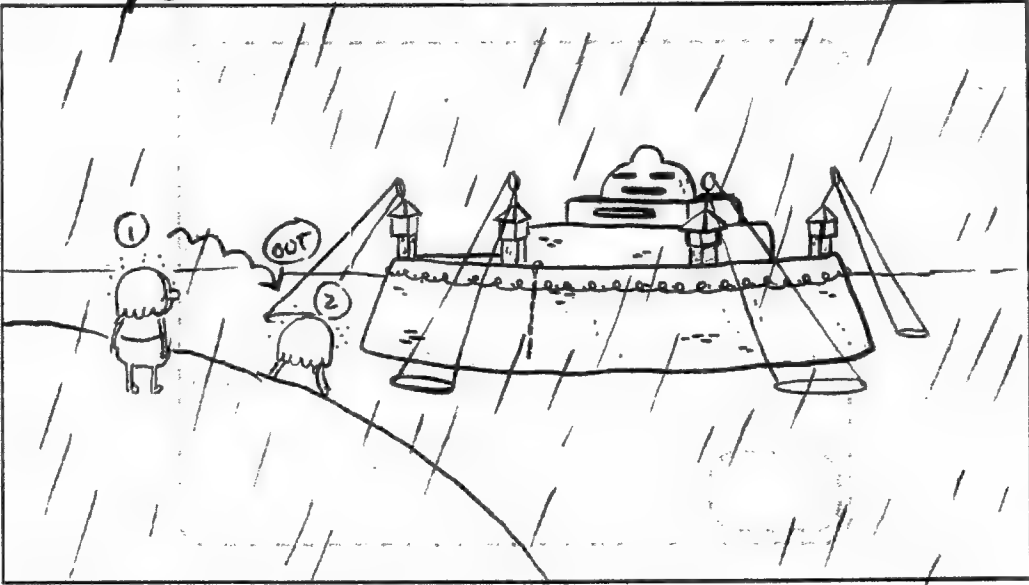
REVISED
08/05/13

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Sc. 77 Pnl. A Bg. day night



Sc. 78 Pnl. A Bg. day night



Dialog: (LH:) ♪ Lemonhope's family
Held in Lemongrab's lair, ♪ → ♪ saving them will save me,
but I'm pretty scared. ♪

Action: -LH WALKS DOWN HILL OFF/S.

Timing: AUG 02 2013

EPISODE #

Production :

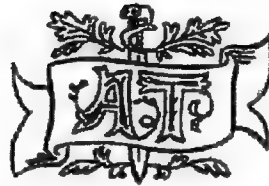
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1014/157

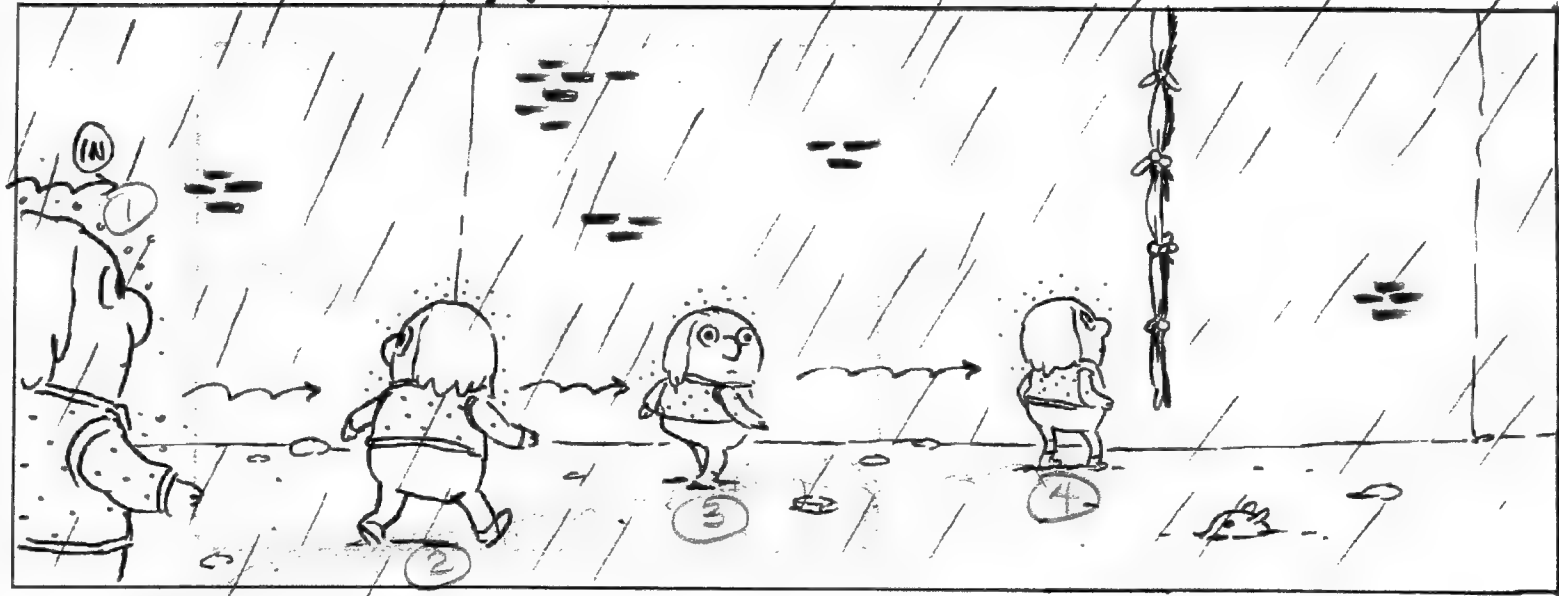
ADVENTURE TIME



REVISED
08/05/13

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Sc. 79 Pnl. A Bg. day night



Dialog:
Action: - LH cautiously approaches rope
Timing:

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ADVENTURE TIME



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Sc. 79A

Pnl. A

Bg.

day night

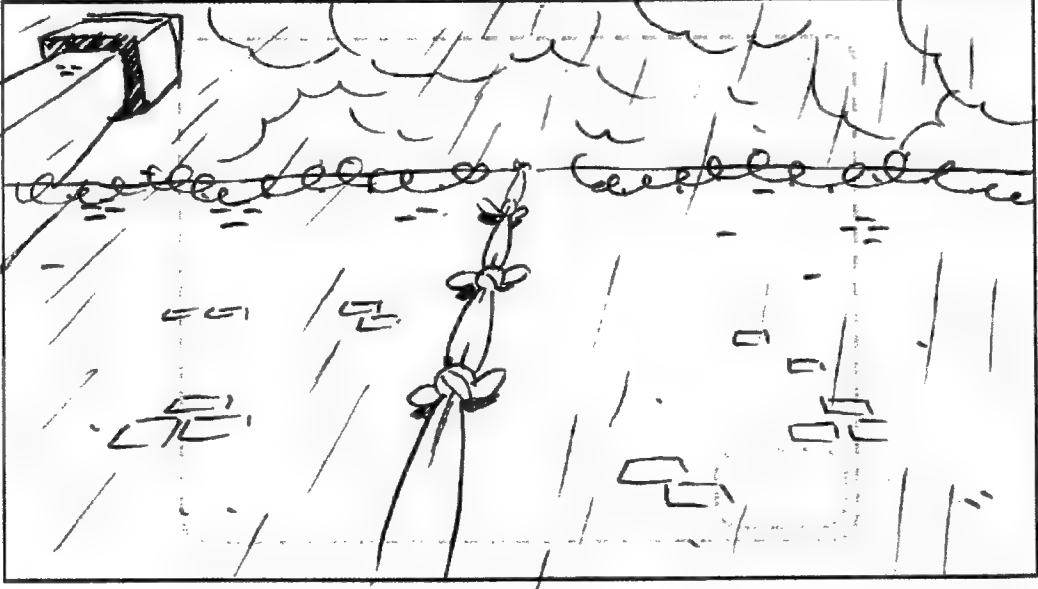


Sc. 79B

Pnl. A

Bg.

day night



Dialog:

- BEAT -

Action:

- LH LOOKS UP.

Timing:



AUG 02 2013

EPISODE #

Production :

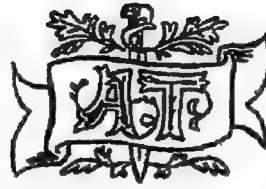
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ADVENTURE TIME



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Page **78**

Sc. **80**

Pnl. **A**

Bg.

day night

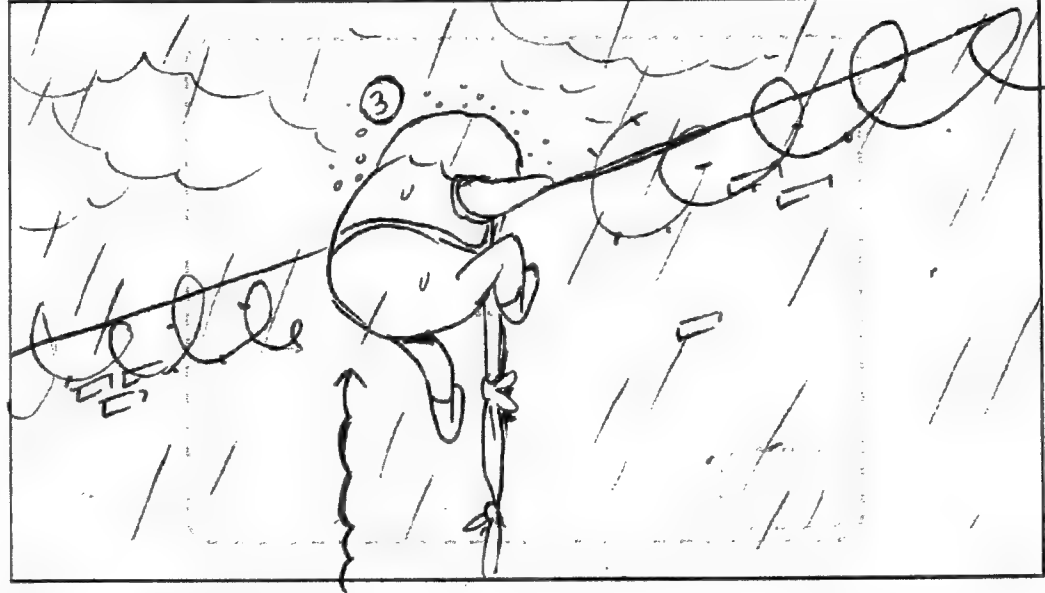


Sc. **81**

Pnl. **A**

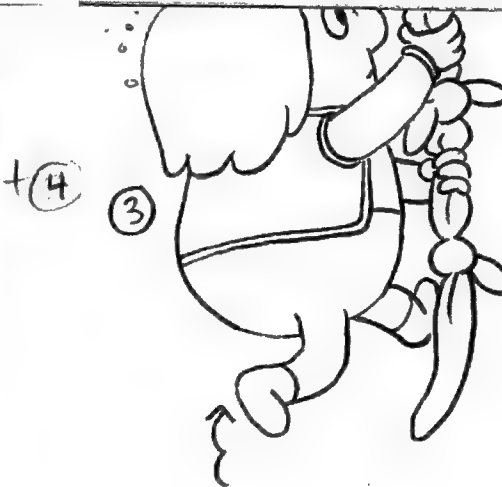
Bg.

day night



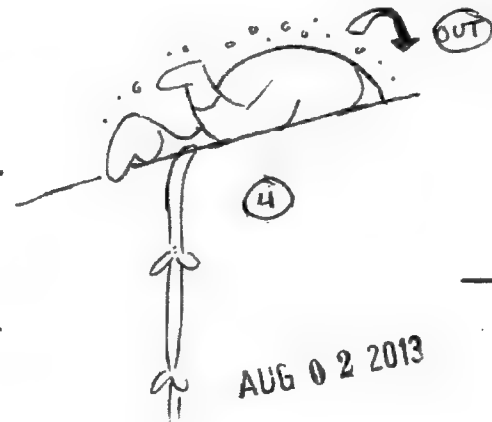
EPISODE #

Dialog:

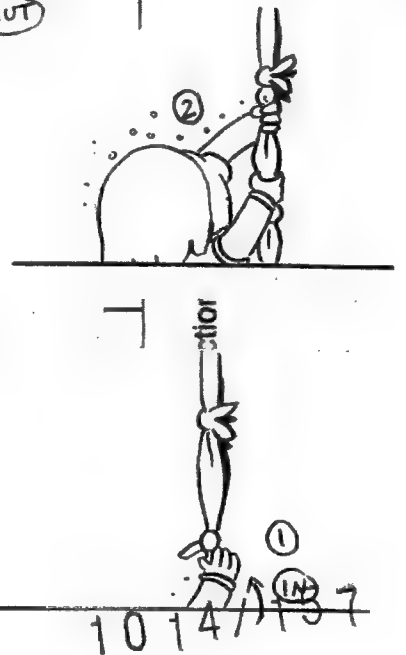


G] GO TIME)

ver



AUG 02 2013



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1014/157

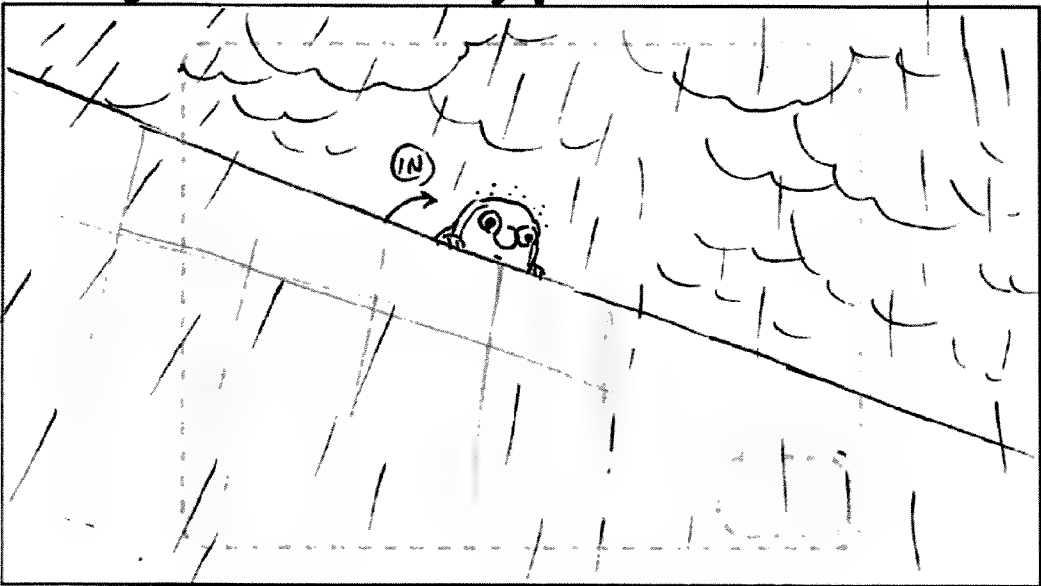
ADVENTURE TIME



NO SC 83

Page 79

Sc. 82 Pnl. A Bg. day night



Sc. 82 Pnl. B Bg. day night



Dialog:	Diag. Trick out	stop
Action:	-TRUCK OUT TO INCLUDE LEMON MUTANTS.	
Timing:	WALKING LEMON mutant (B1)	

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EPISODE #

Production :

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1014/157

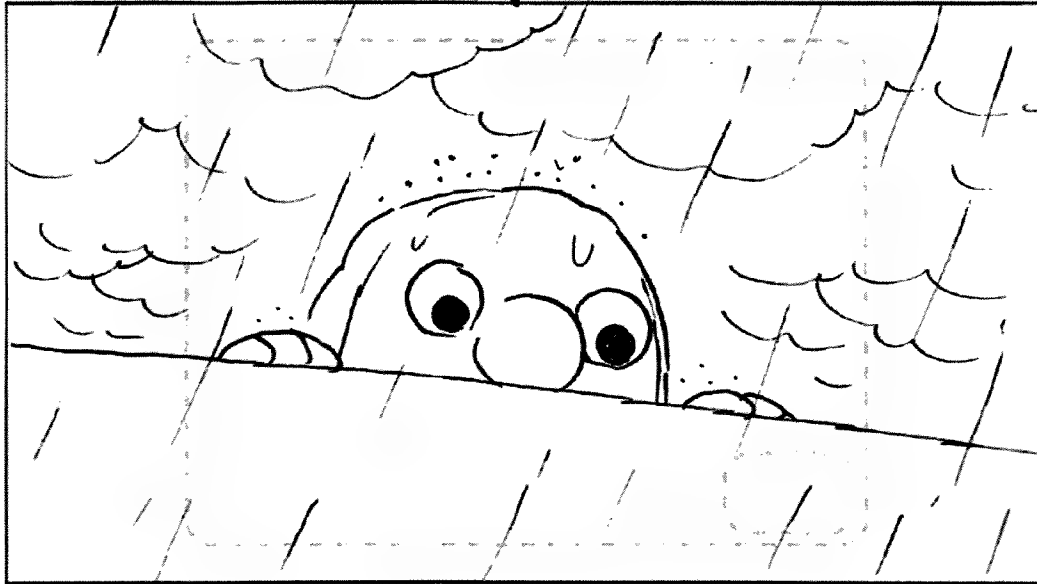
1014/157

ADVENTURE TIME

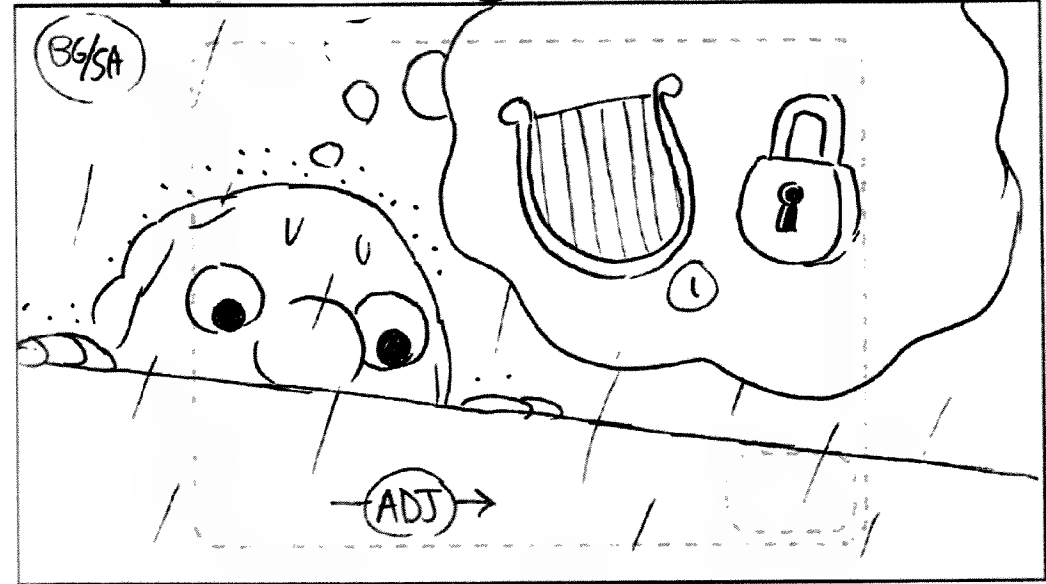


Page **80**

Sc. **84** Pnl. **A** Bg. day night



Sc. **84 cont** Pnl. **B** Bg. day night



Dialog: LH: HMM...	
Action	
Timing	

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ADVENTURE TIME



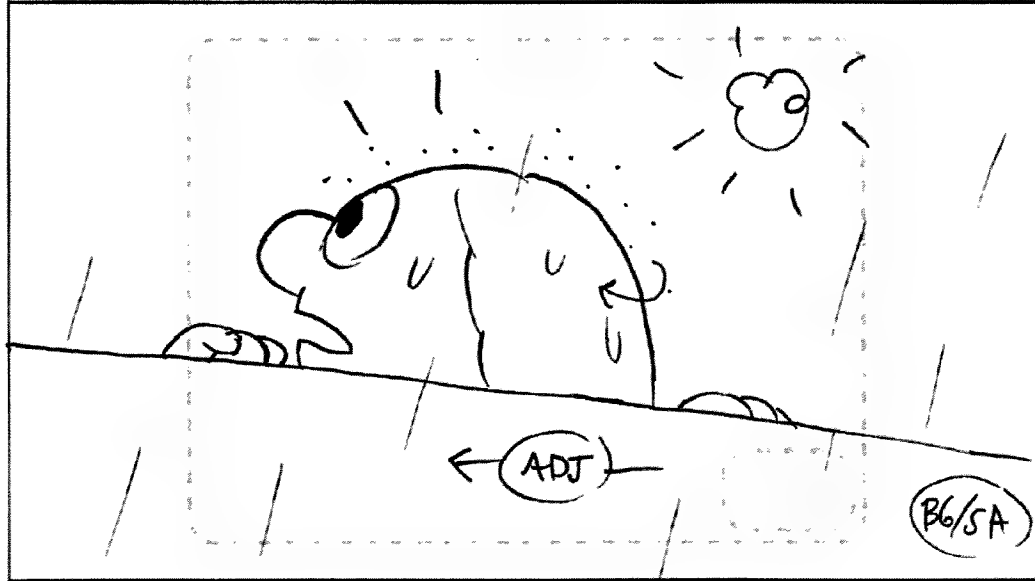
No Cut

#1 ALL AREA BEAM SWEEP LEFT

Page **81**

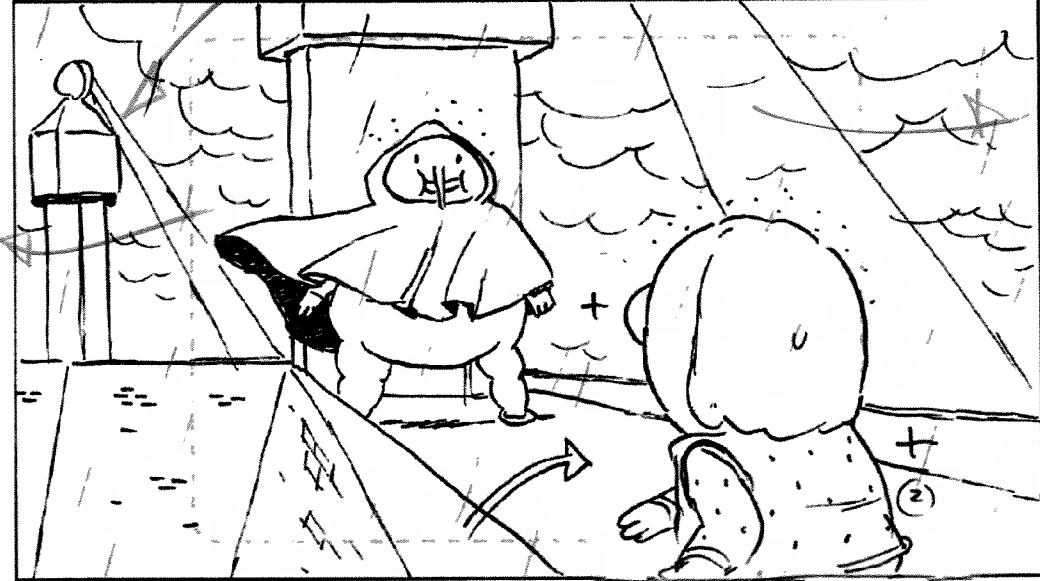
Sc. **84 cont** Pnl. **C** Bg.

day night



Sc. **85** Pnl. **A** Bg.

day night



#11 (used) Beam SWEEP Right OS

EPISODE #

Dialog: **LEMONBLACK** (O.S.) LOOKING FOR SOMETHING!?
(talking loud cuz his ears are blocked)
LH: *GASP*

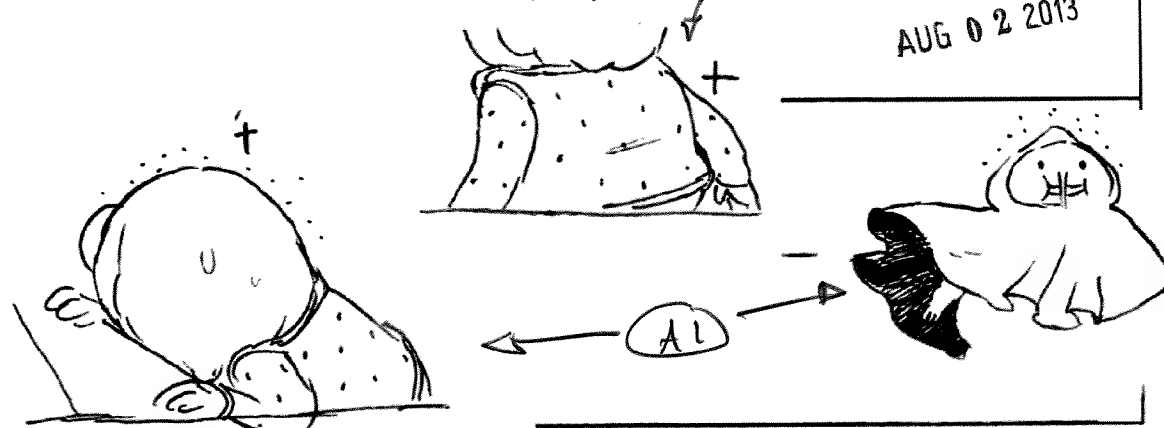
Action:

Timing:

LB: WELL YOU FOUND ME!
FAT LEMONGRAB!

A2

AUG 02 2013



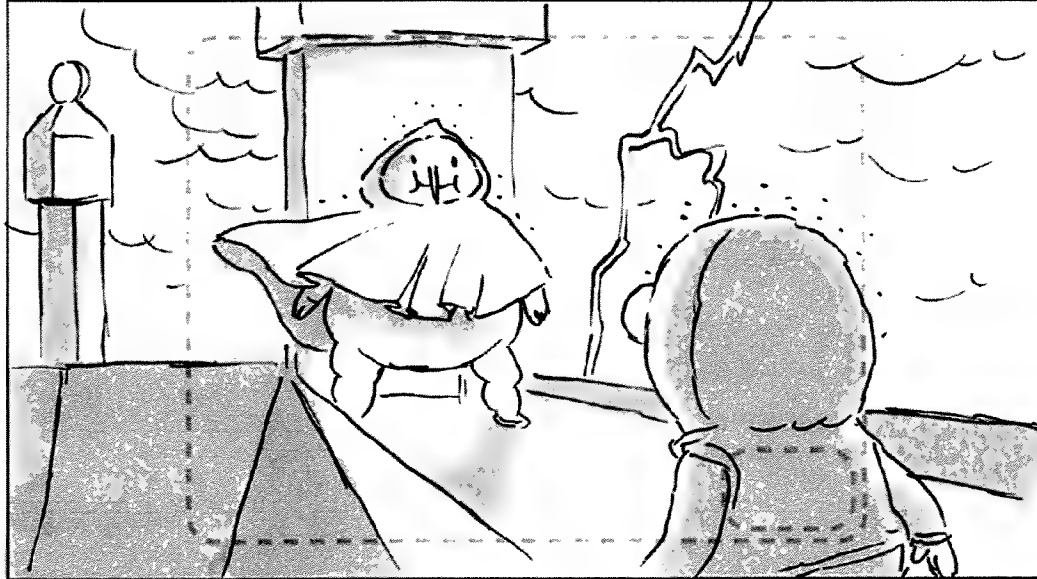
Production :

ADVENTURE TIME

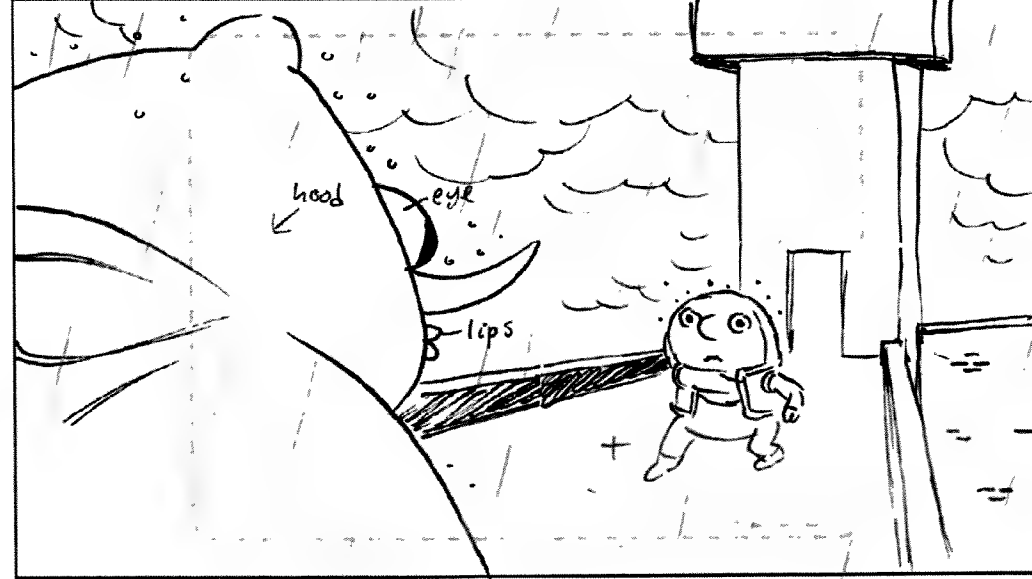


Page **82**

Sc. **85 CONT** Pnl. **B** Bg. day night



Sc. **86** Pnl. **A** Bg. day night



Dialog:

LIGHTNING: CRACKOW!!
SEX

Action:

- LH cautiously steps back
and reaches for his
weapon slowly

Timing:



EPISODE #

Production :

1014-157

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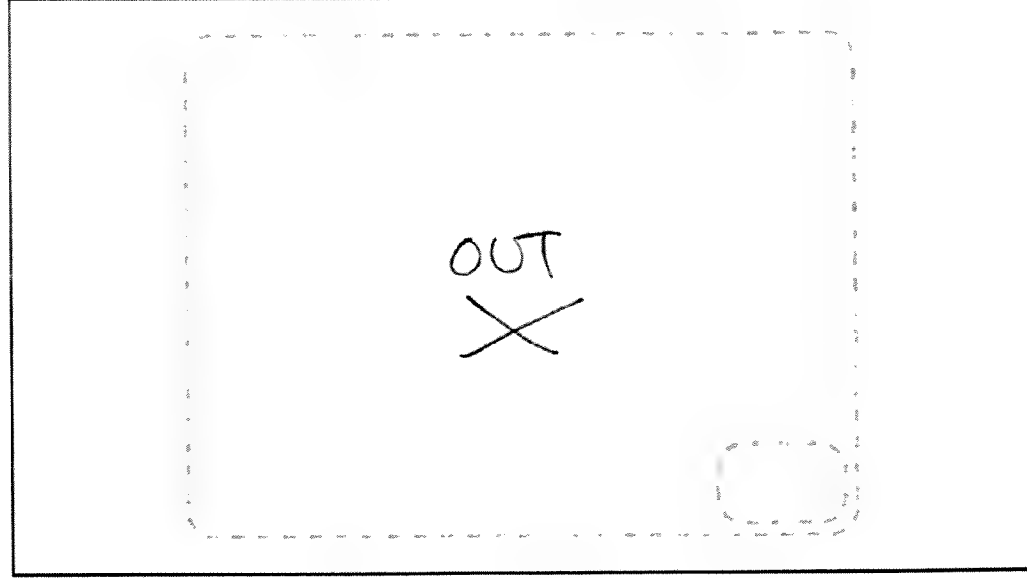
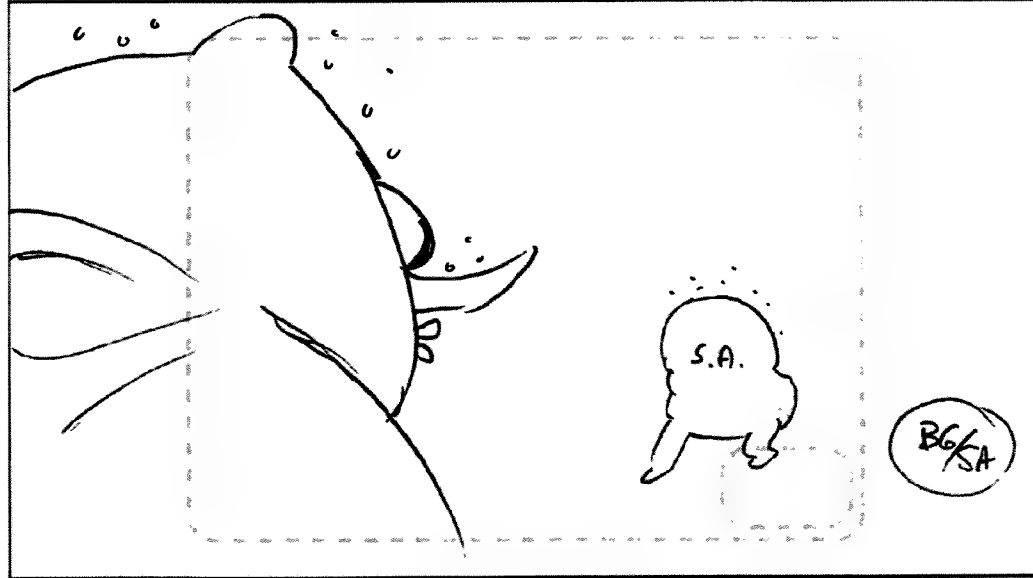
ADVENTURE TIME



HS
Cul

Page **83**

Sc. **B6 cont** Pnl. **B** Bg. day night Sc. Pnl. Bg. day night



Dialog: **LB** OHHHH... WHAT'S THAT YOU'VE GOT?!

Action:

Timing:

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EPISODE #

Production :

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1014/157

1014/157

ADVENTURE TIME

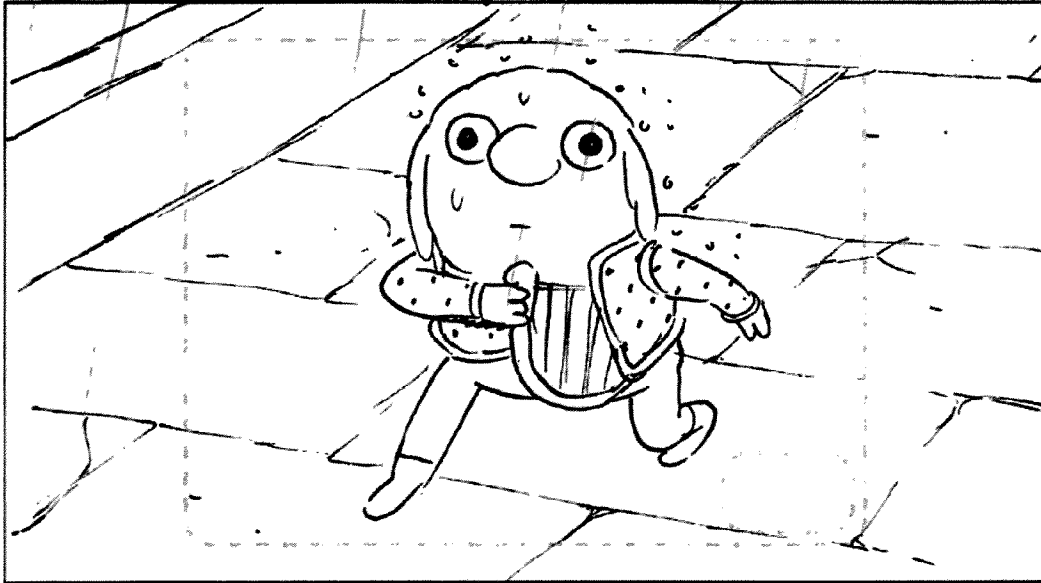


Cut

Page **84**

He
Cut

Sc. **87** Pnl. **A** Bg. day night



Sc. **88** Pnl. **A** Bg. day night



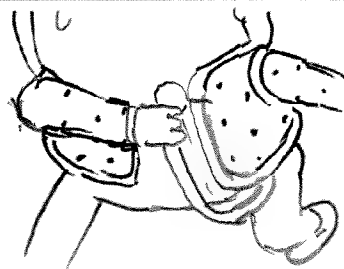
EPISODE #

Dialog: **LEMONBLACK: (OS)** AH- YOUR LITTLE HARP!

(LB) BUT WHAT'S THIS!?

Action: - pulls harp out very slowly, cautiously
Timing: then LB speaks

(AI)



- LB pulls back hood

(AI)



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Production :

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ADVENTURE TIME

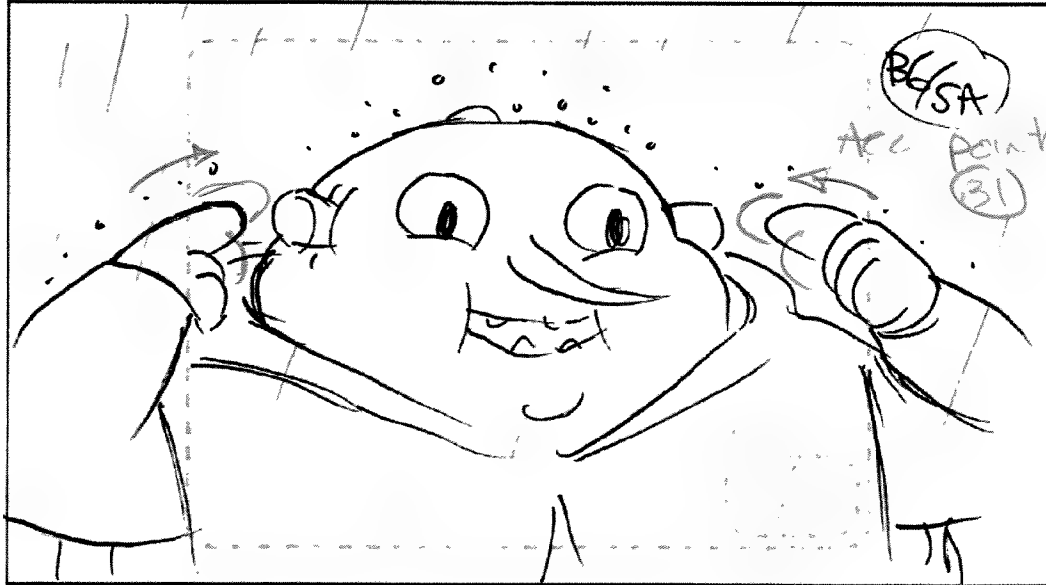


cut
89

Page **85**

Sc. **88** cont Pnl. **B** Bg.

day night

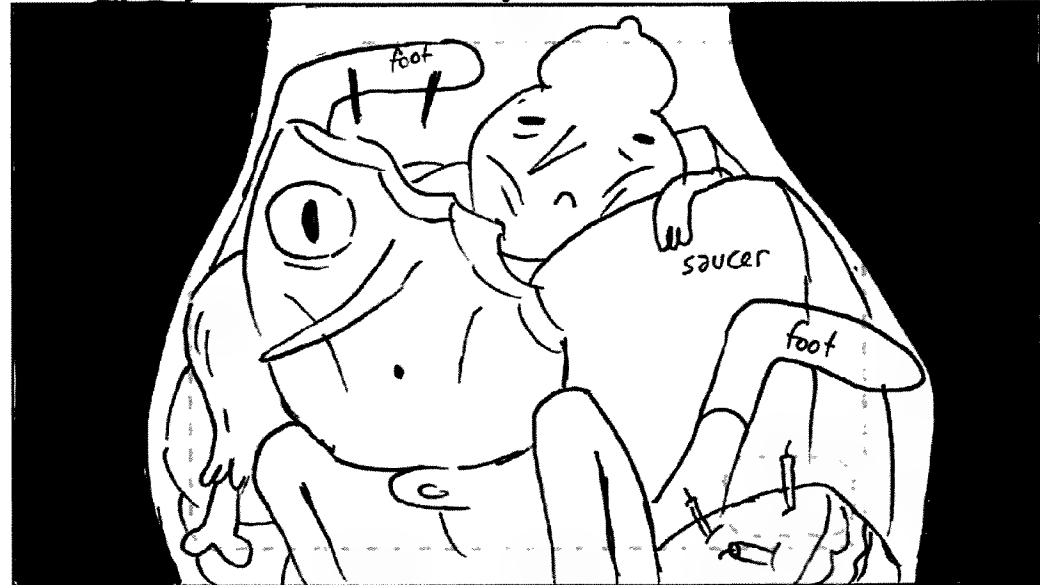


Sc. **89**

Pnl. **A**

Bg.

day night



Dialog:

(LB:) → I'VE GOT THINGS IN MY EARS TONIGHT SO → ①② NOW I'M INVINCIBLE

Action:

Timing:

(A)

AUG 02 2013



EPISODE #

Production :

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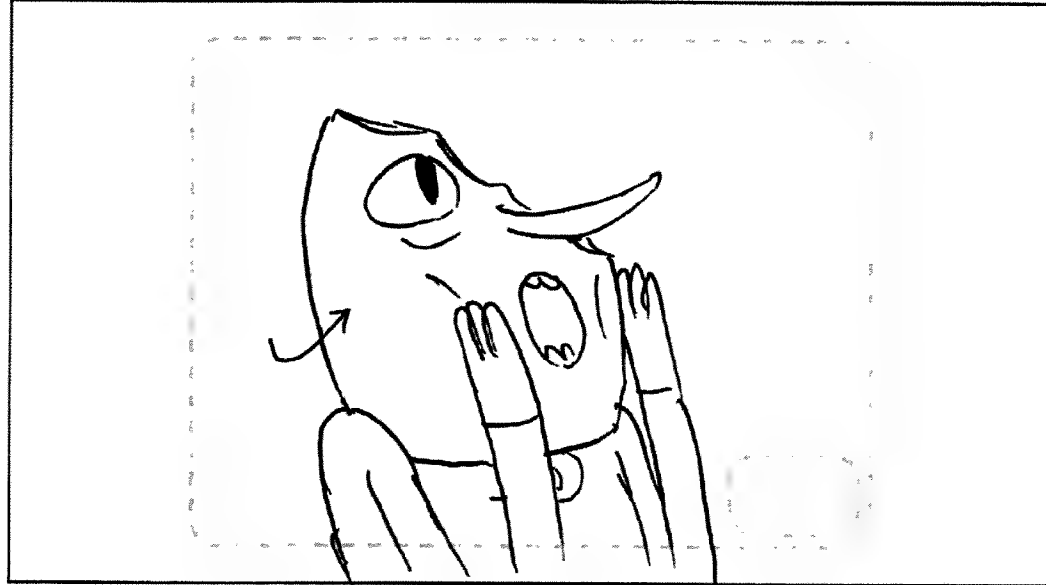
1014/157

ADVENTURE TIME



Sc. **89 CONT** Pnl. **B** Bg.

day night



Sc. **90** Pnl. **A** Bg.

Page **86**
day night



Dialog: (LW:) PLAY IT LEMONHOPE!

(LB) WHAT!? WHAT!?² SPEAK UP
CHILD!

Action:

Timing:

(AI)

AUG 02 2013

EPISODE #

Production :

1014/157

1014/157

1014/157

Cut

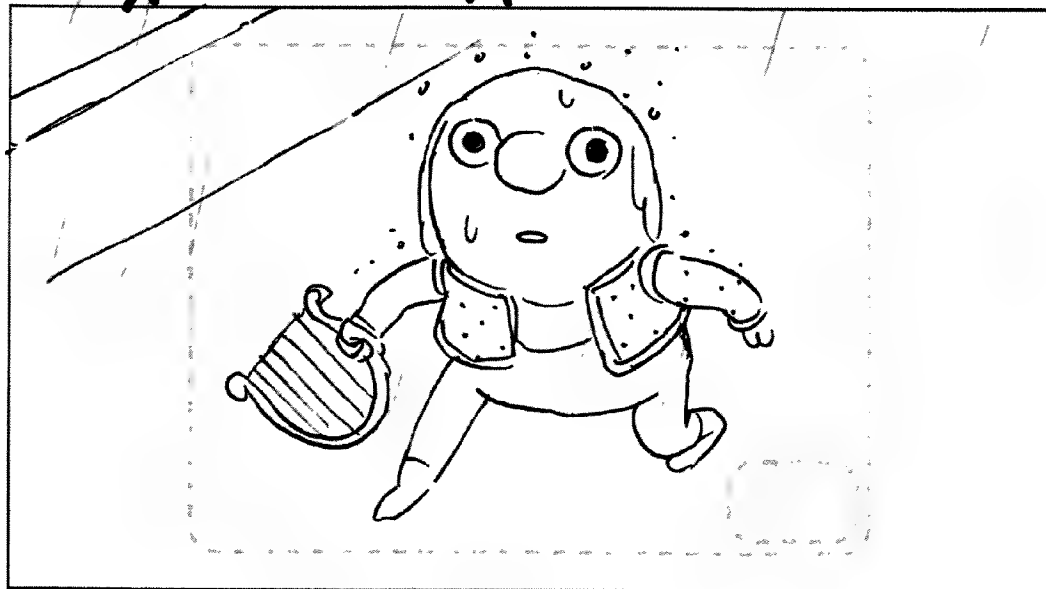
ADVENTURE TIME



Cut

Page **87**

Sc. **91** Pnl. **A** Bg. day night



Sc. **92** Pnl. **A** Bg. day night



Dialog:

L.HOPE: I... didn't say anything.

LW: THE HARP-HURRY! I'LL TAKE CARE OF THE REST!

Action:

Timing:



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Production :

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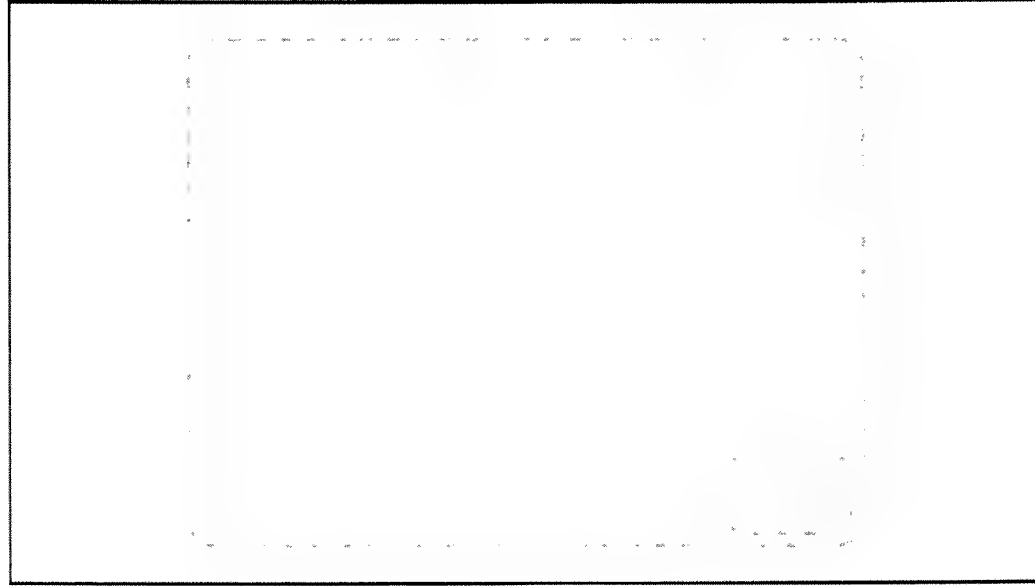
1014/157

ADVENTURE TIME



Page **88**

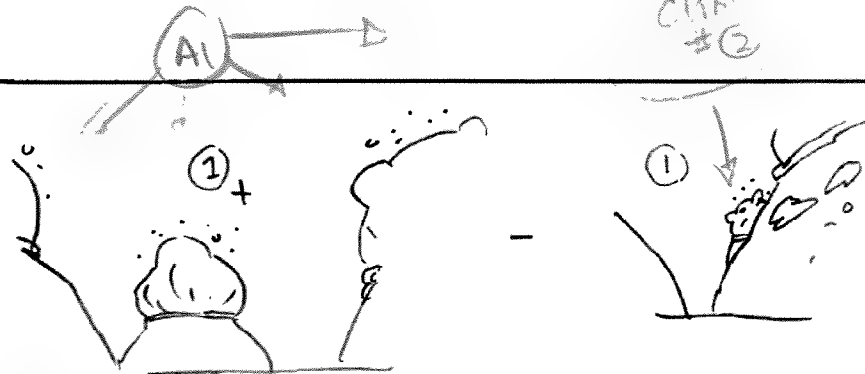
Sc. **9B** Pnl. **A** Bg. day night Sc. Pnl. Bg. day night



Dialog:

(LB) WHAAT !?

Action:



Timing:

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ADVENTURE TIME



Cut

Sc.

94

Pnl.

A

Bg.

day night



Sc.

95

Pnl.

A

Bg.

day night



Dialog:

(LW): THE HARP LEMONHOPE-
PLAY IT! PLAY YOUR
HARP!

Action:

Timing:



(L-HOPE) But...

(L-BLACK) (O.S.) OH! THE HARP! > slight
overlap



(A) AUG 02 2013

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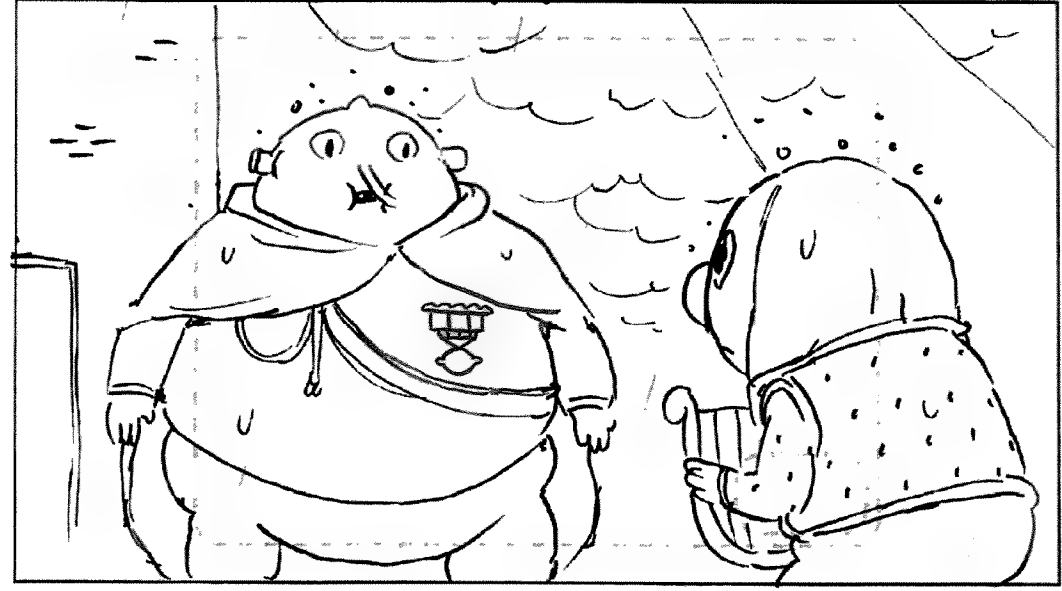
Hu
Cut

ADVENTURE TIME



Page **90**

Sc. **96** Pnl. **A** Bg. day night



Sc. **96 CONT** Pnl. **B** Bg. day night



Dialog: (LB): Didn't I just explain -
I've got things in my ears n-YURGK!!

Action: (A1) → (A2) →

Timing: (B1) (B2) (B3) (OUT) (OUT)

-LW's arms reach out from mouth to grab corks AND PULLS THEM BACK INSIDE

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Production :

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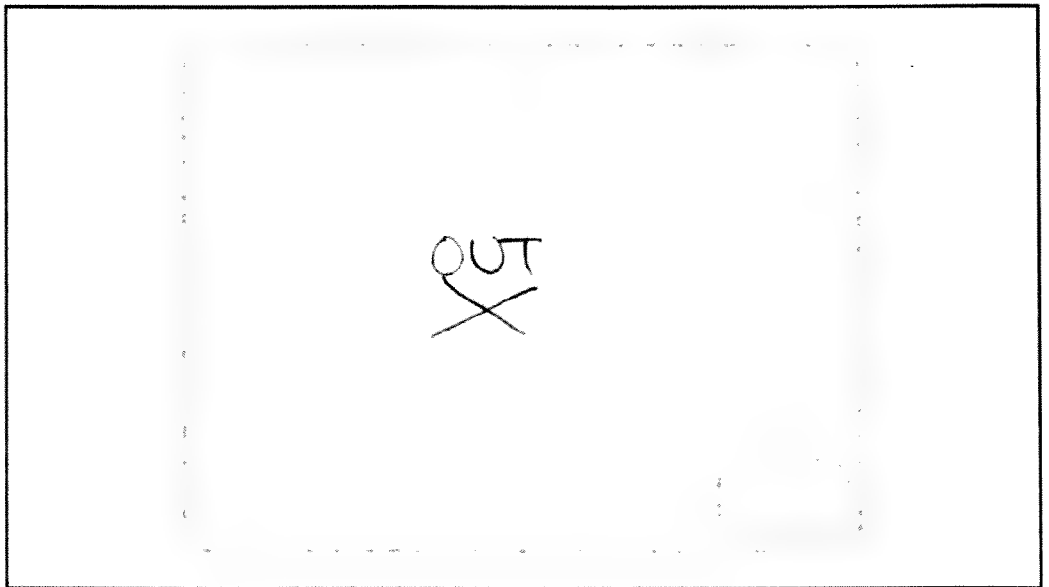
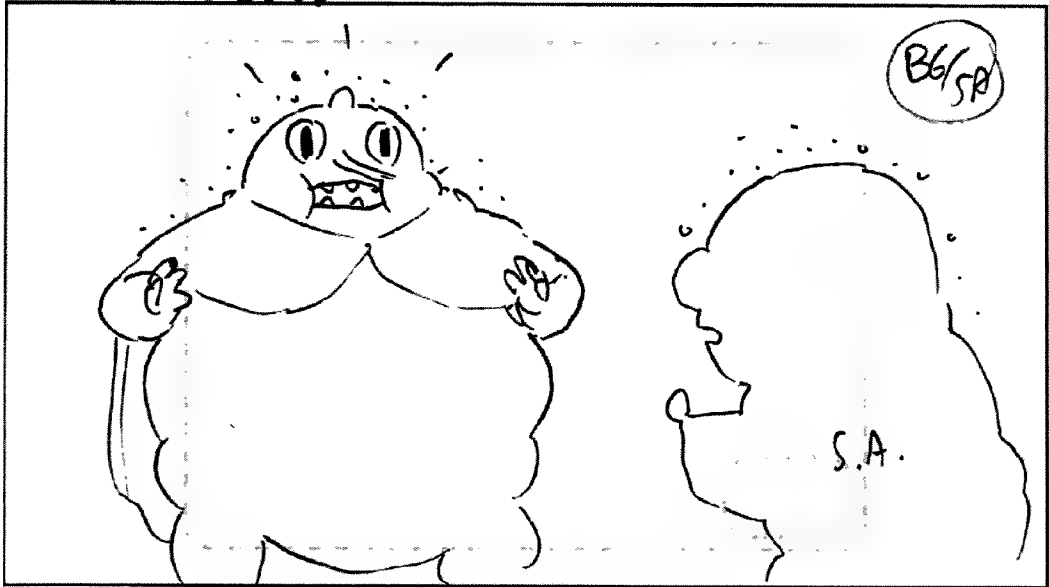
1014/157

ADVENTURE TIME



Page 91

Sc. 96 CONT Pnl. C Bg. day night Sc. Pnl. Bg. day night



Dialog: LP: M-M-M-MY-MY THINGS!!

Action:

Timing:

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Production :

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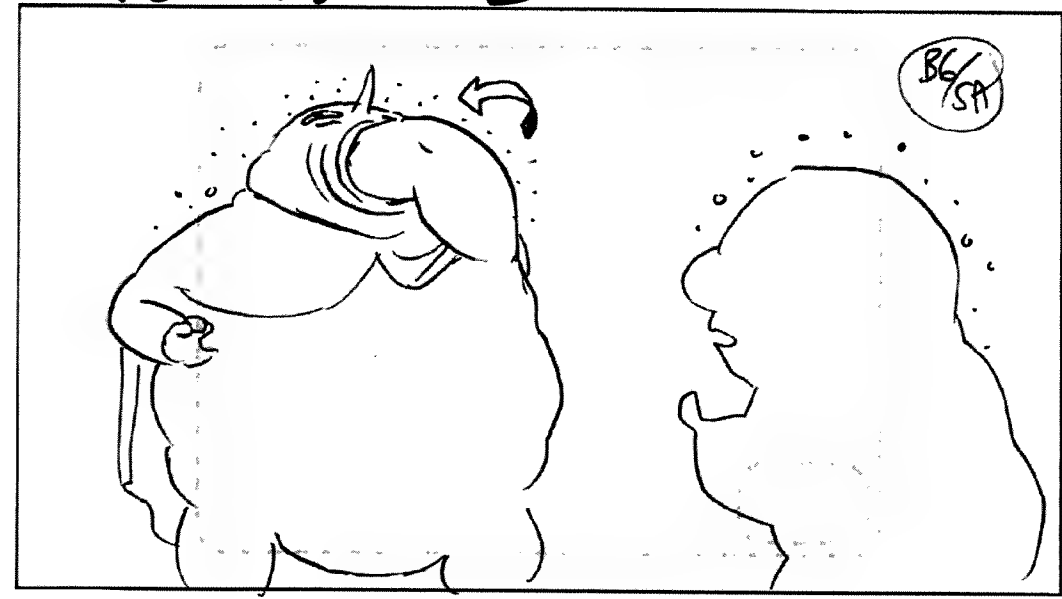
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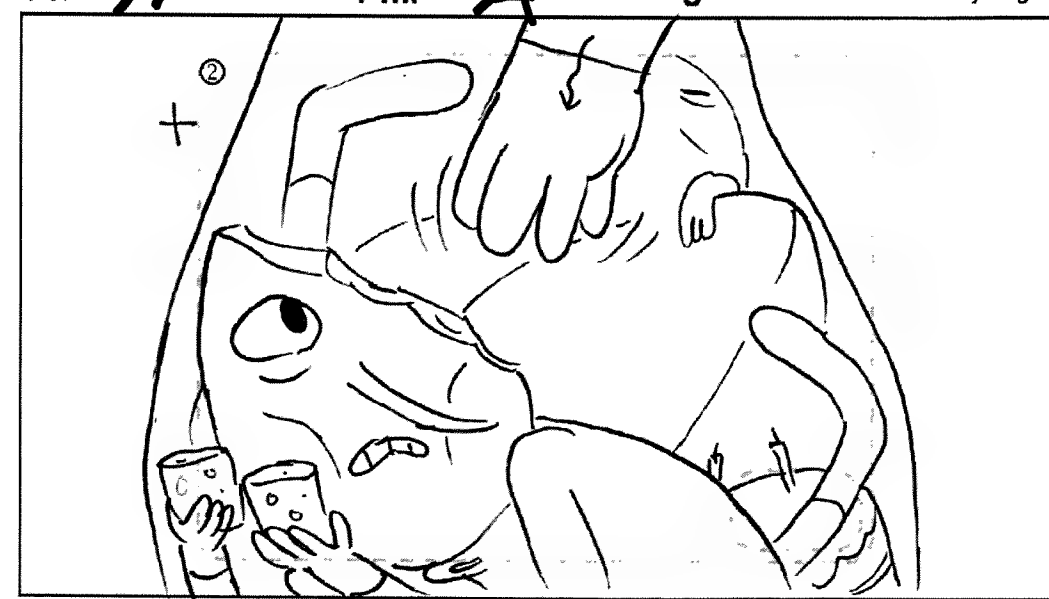
Sc. **96 cont** Pnl. **D**

Bg. day night



Sc. **97**

Pnl. **A** Bg. day night



Dialog: **(LB:)** * muffled cursing/yelling * **(LW)** [NERVOUS NOISES]

Action: -LB reaches into stomach, trying to get corks back



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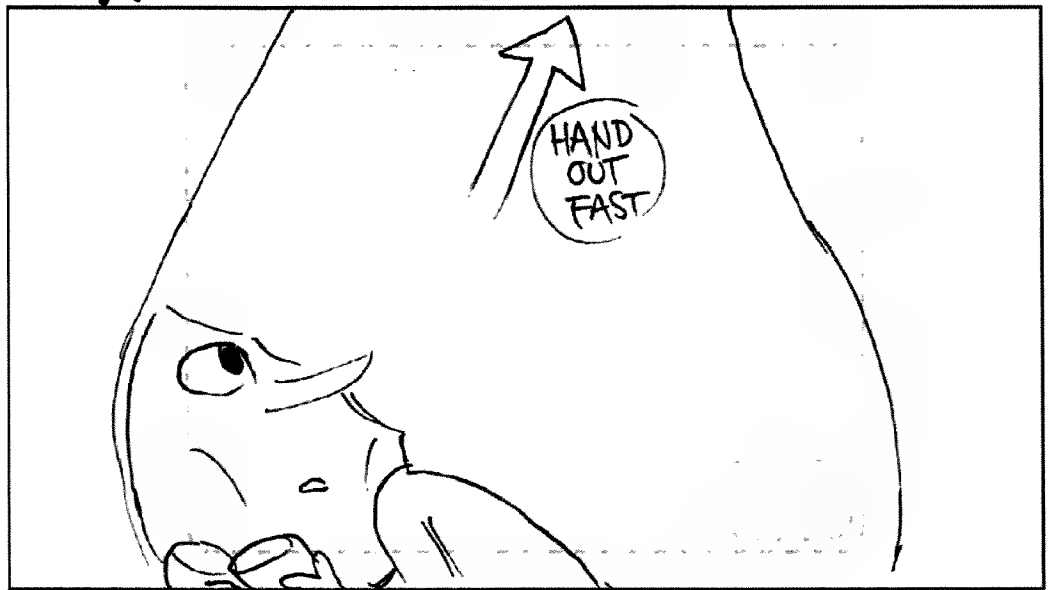
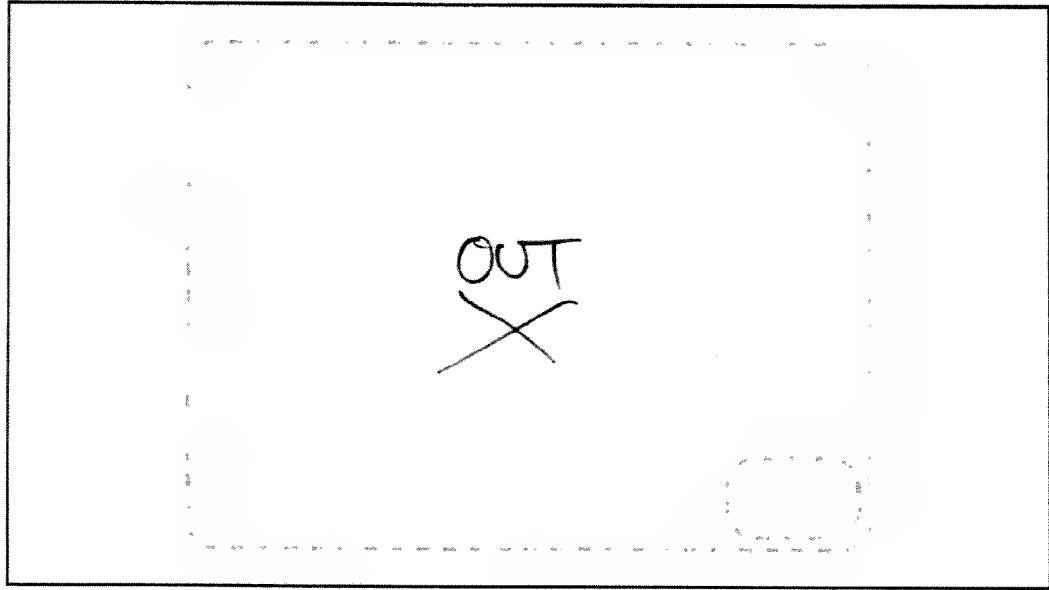
1014/157

ADVENTURE TIME



Page **93**

Sc. Pnl. Bg. day night Sc. **97 cont** Pnl. **B** Bg. day night



Dialog:	(LB) (O.S.) * muffled scream → into → regular yelp *
Action:	- LB's arm is yanked quickly out of stomach
Timing:	AUG 02 2013

cut

114-25

EPISODE #

Production :

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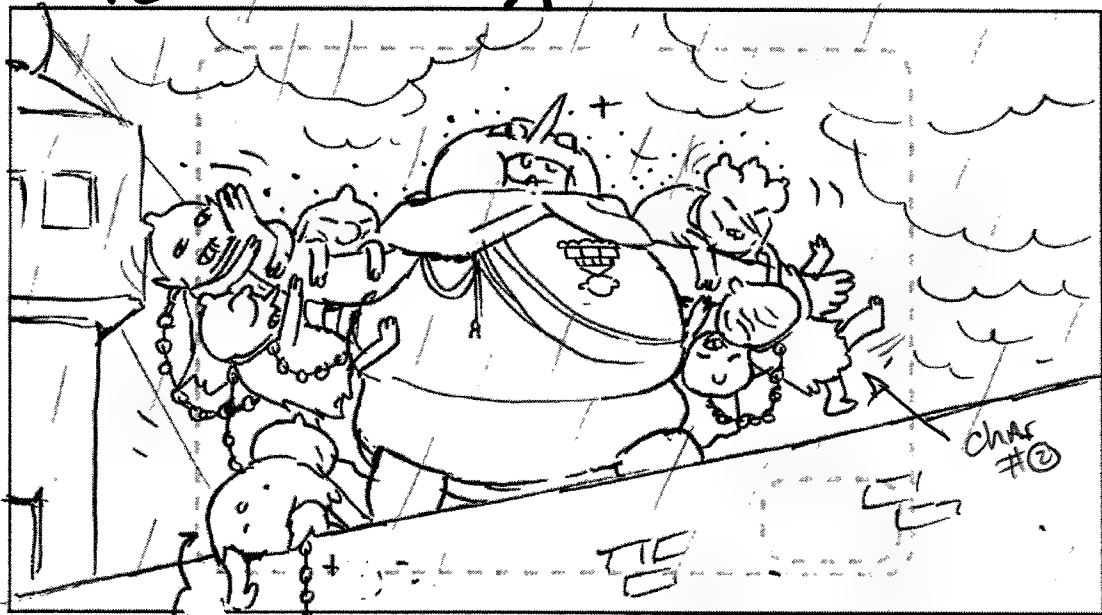
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1014/157

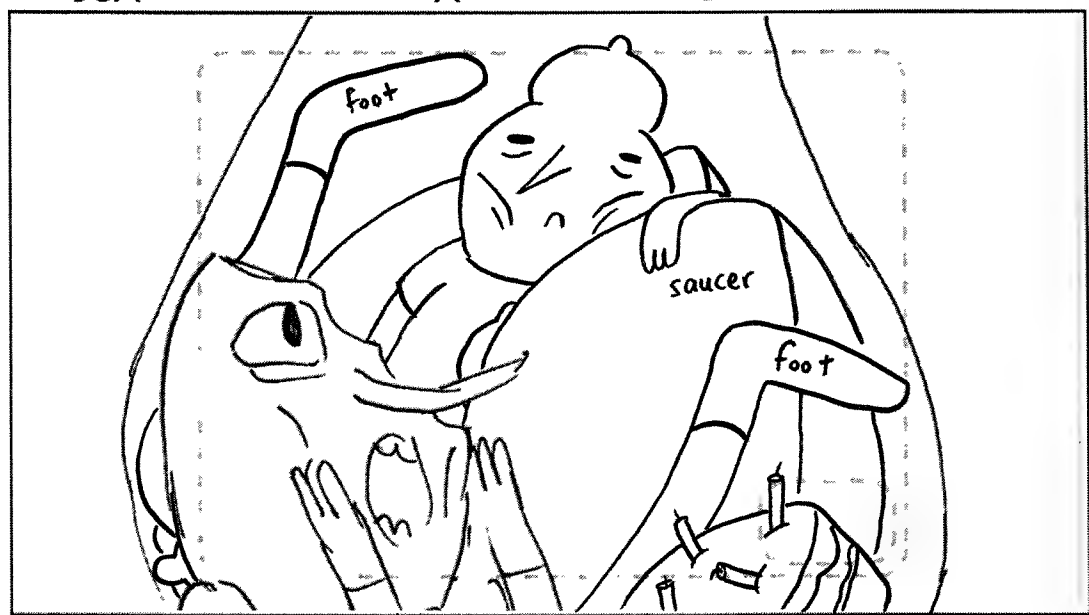
ADVENTURE TIME



Sc. **98** Pnl. **A** Bg. day night



Sc. 98A Pnl. A Bg. day night



Page **94**
94A NEXT

Dialog: (LB:) **ARRGH!**
LEMME GO! LEMME GO!

LW/ THE HARP LEMON HOPE!

LEMON MUTANTS: (STRUGGLING)

Action:

Timing:

AUG 0 2 2013

EPISODE #

Production :

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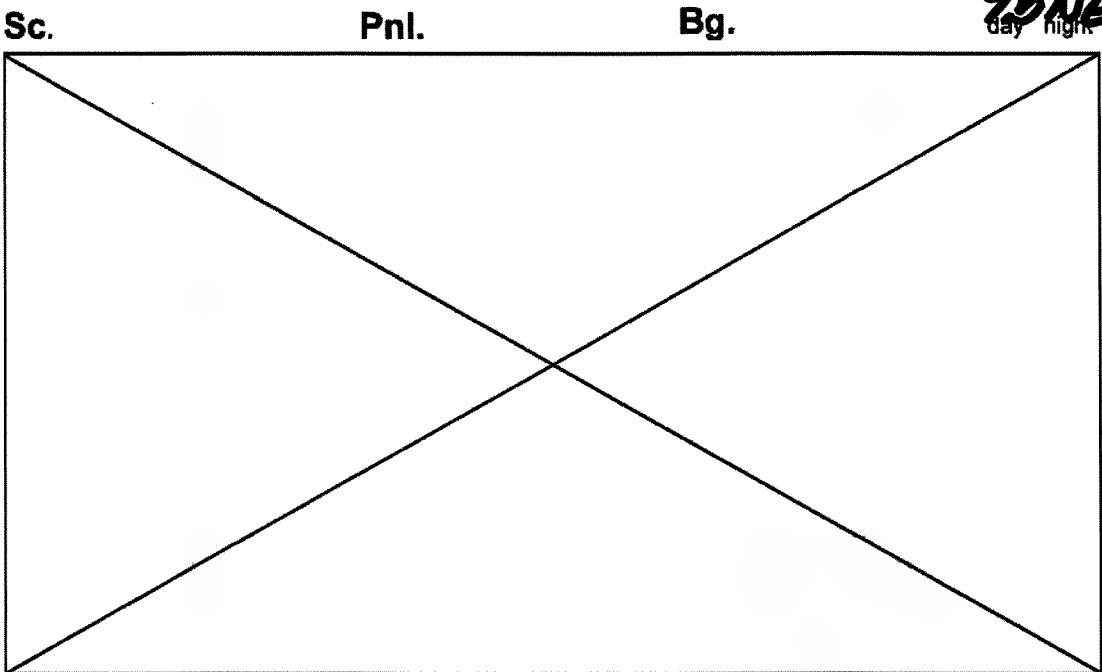
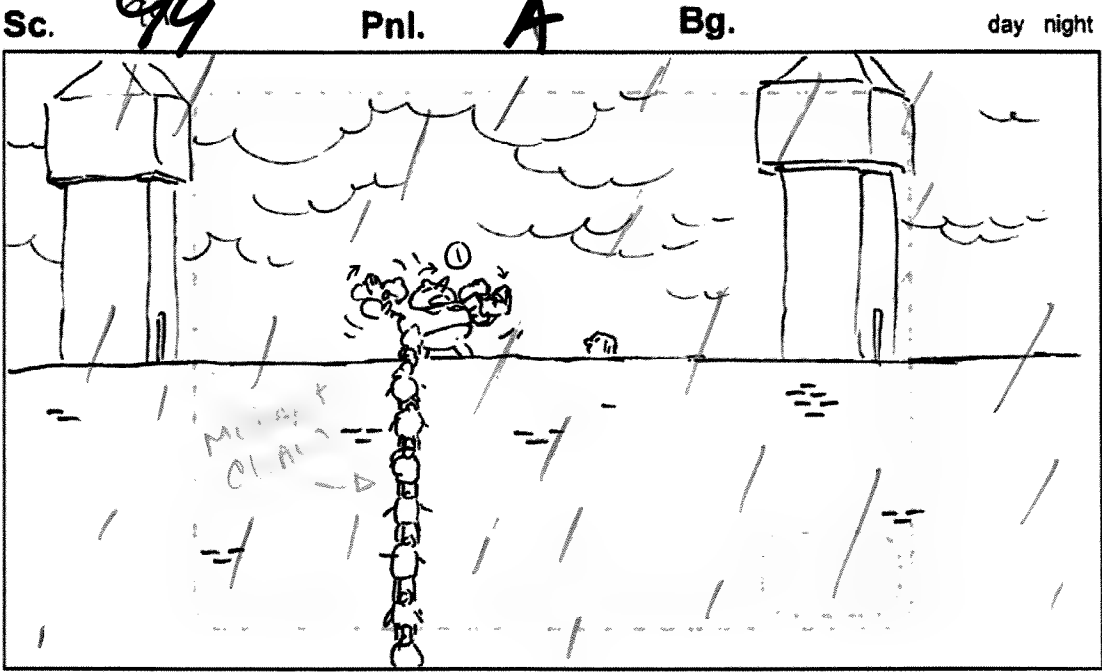
1014/157

1014/157

ADVENTURE TIME



95 NEXT



LEMONBLACK: *telling walls*
LEMONWHITE (O.S.) The Harp!



Action: -LB struggles against Lemon people as he tries to put his arm back into his stomach

Timing:

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Production :

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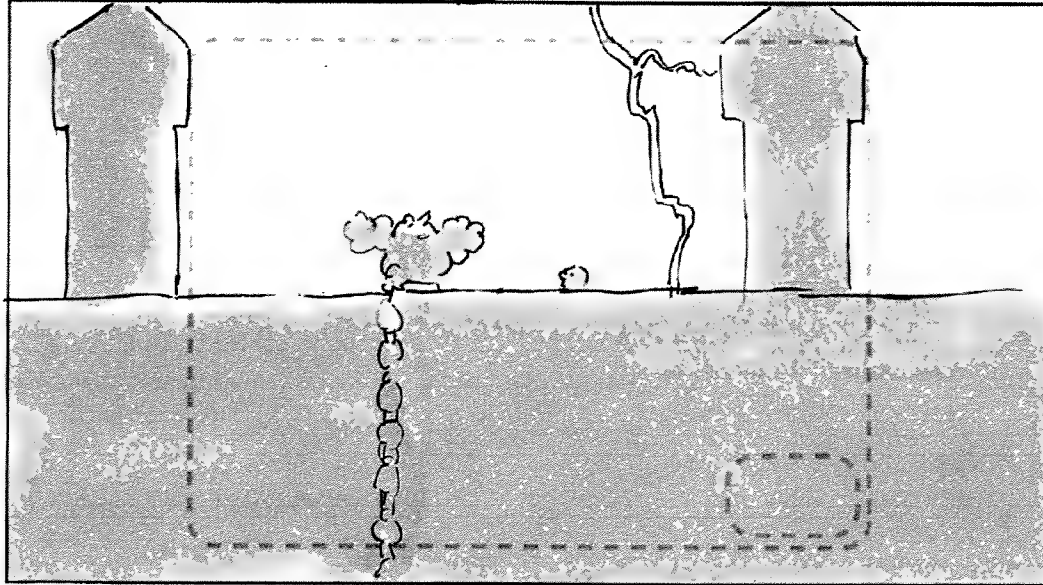
ADVENTURE TIME



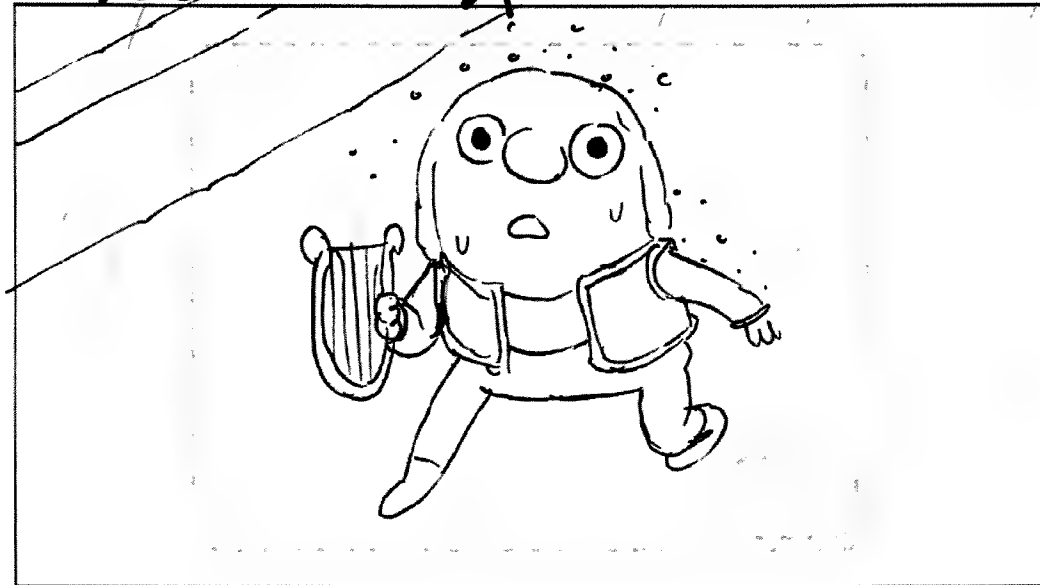
HO
Cut

Page 95

Sc. 99 CONT Pnl. B Bg. day night



Sc. 100 Pnl. A Bg. day night



Dialog:

SFX: LIGHTNING!
THUNDER!

Lemon People Walla/ HOPE! HOPE! HOPE! (Chanting)

Action:

Timing:



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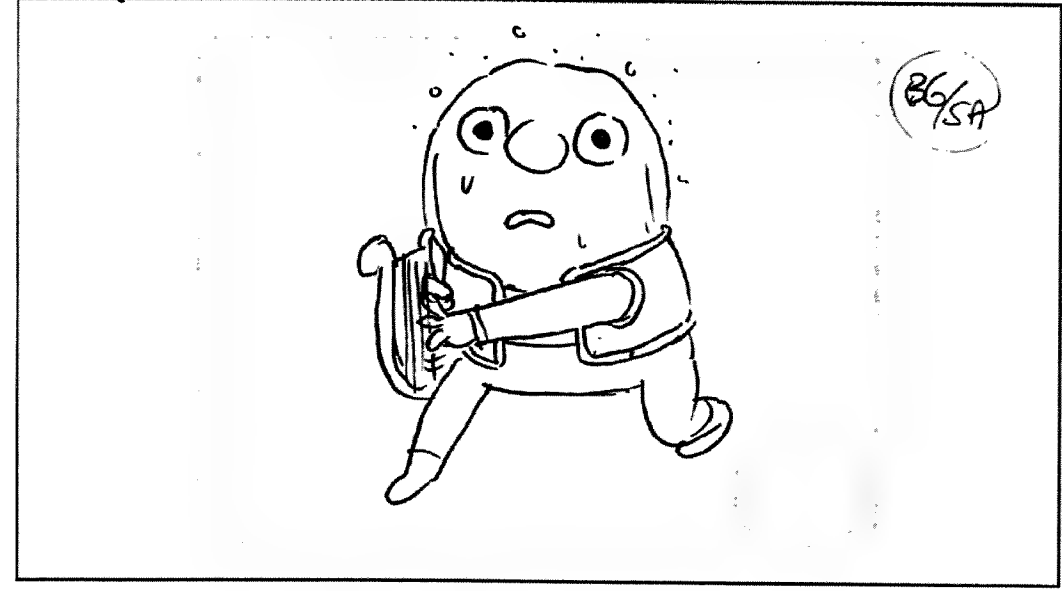
ADVENTURE TIME



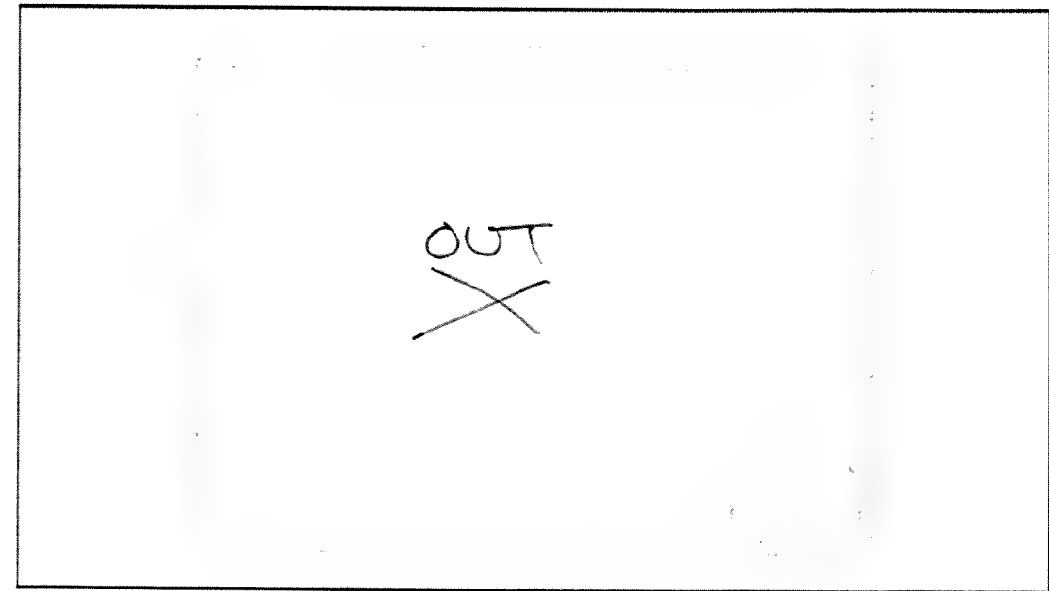
Cut

Page 96

Sc. 100 CONT Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog: SFX: * HARP MUSIC (moderate pace/volume) *

(LB) (OS): * HOWLS IN PAIN *

Action: - Lf plays harp

Timing:

(B1) (B2)

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ADVENTURE TIME

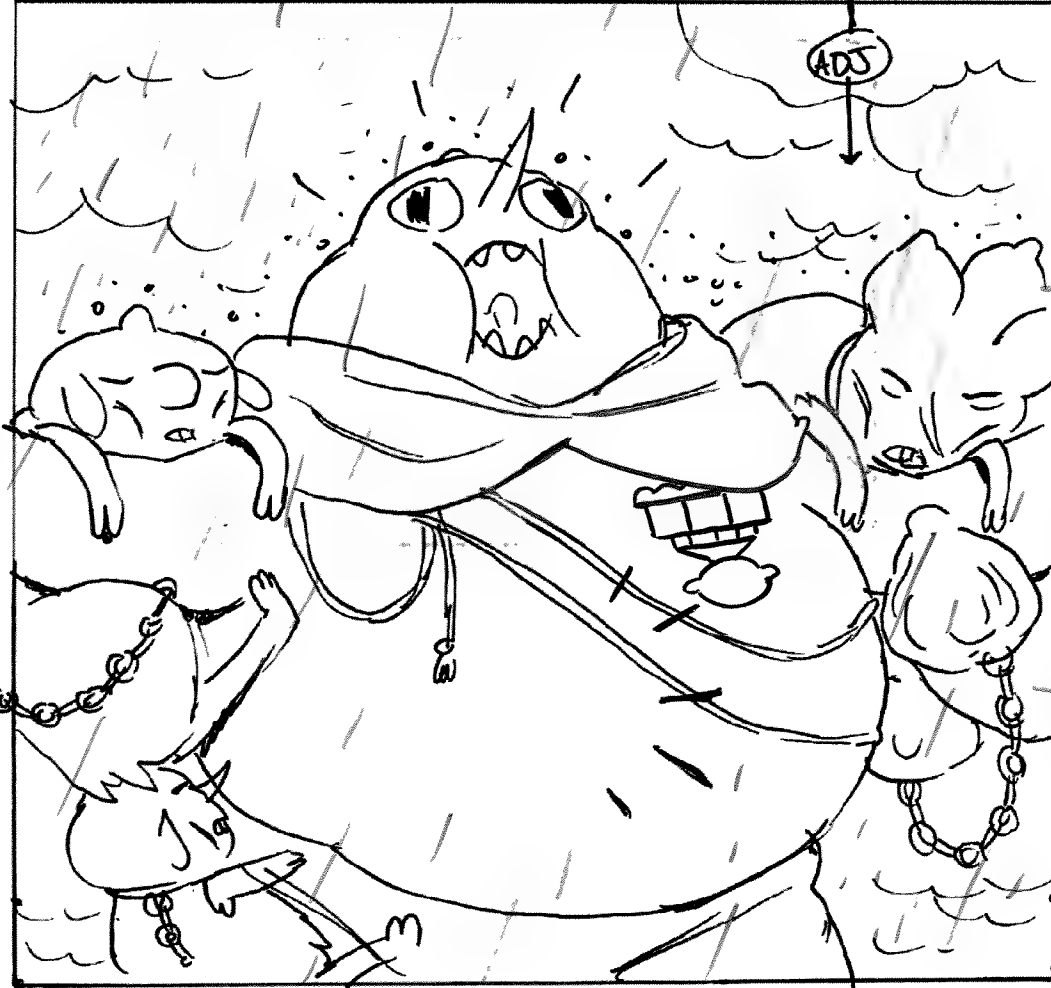


Sc.

101

Bg.

day night



Dialog:

- ① (LB) OH OH! IT'S AWFUL!
- ② (LW) (O.S.) FASTER LEMON HOPE!
- ③ SFX: music speeds up / gets louder

Action:

Timing:

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No PGS 98, 99

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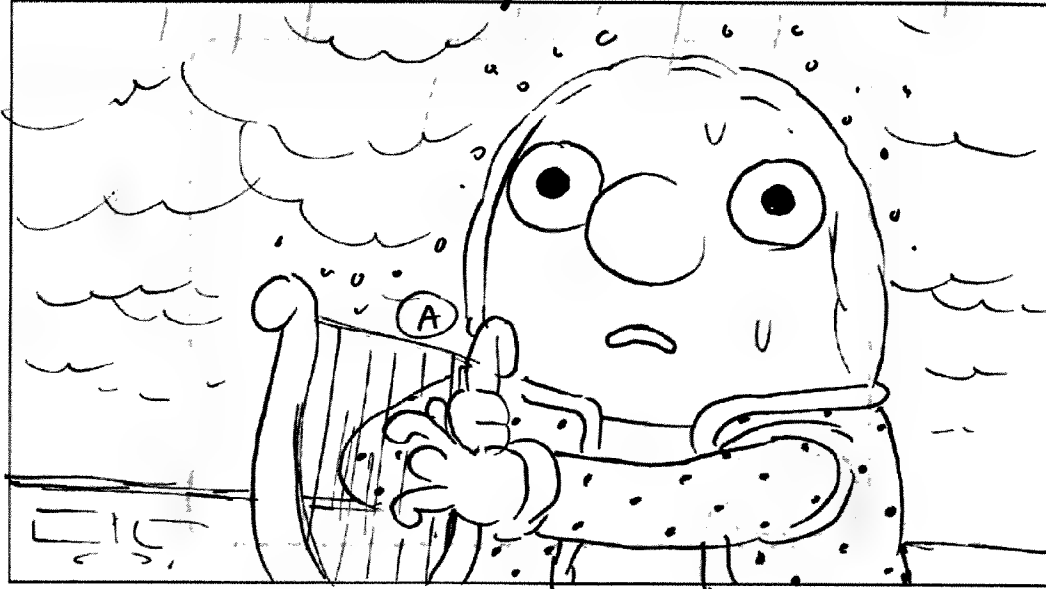
1014/157

ADVENTURE TIME

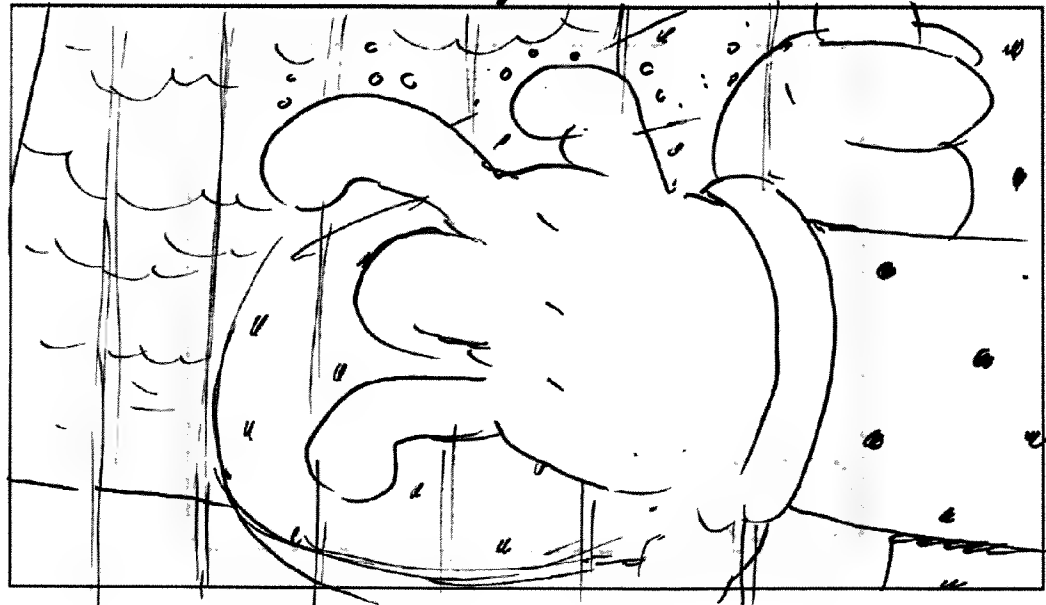


Page **100**

Sc. 102 Pnl. **A** Bg. day night



Sc. 103 Pnl. **A** Bg. day night



Dialog:

LB (O.S.) * HOWLING *

LW (O.S.)
FASTER!

Action:



Timing:



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EPISODE #

Production :

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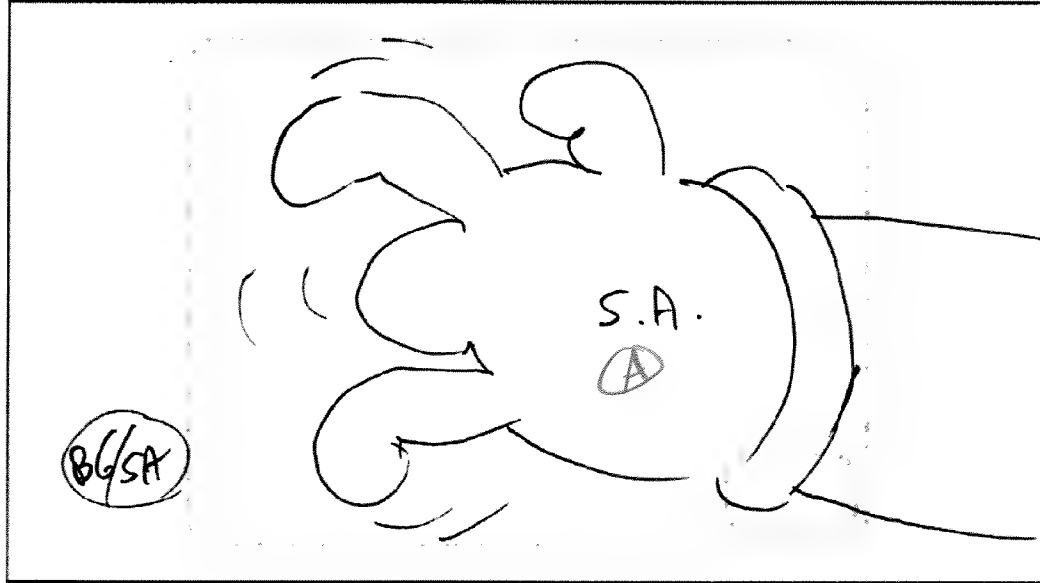
1014/157

ADVENTURE TIME

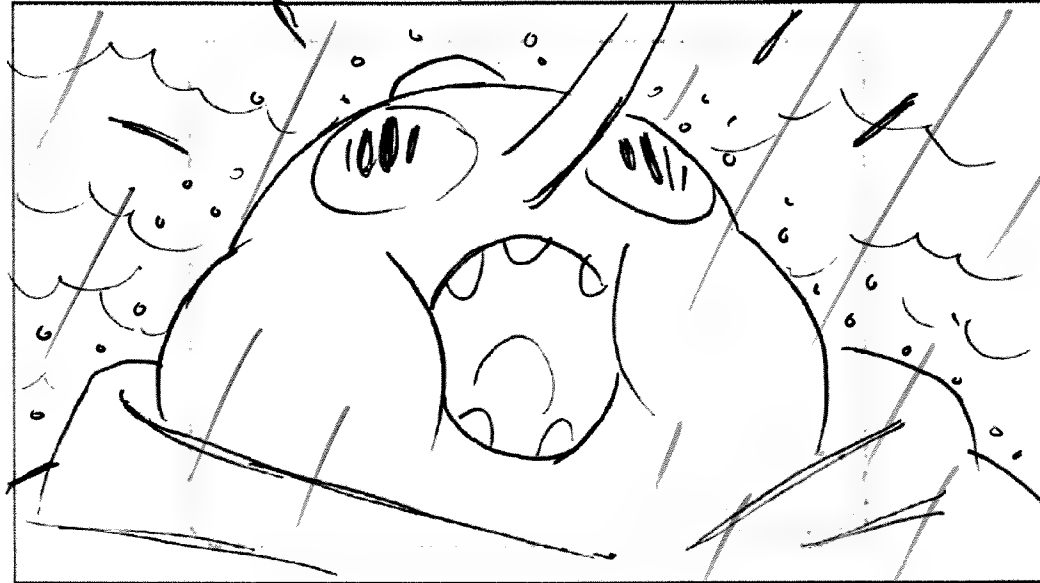


Page 101

Sc. 103 **CONT** Pnl. **B** Bg. day night



Sc. 104 Pnl. **A** Bg. day night



Dialog:

- ① (SFX:) Music gets faster, louder
- ② (LB:) (O.S.) * AUGHH!! *

(LB:) AUGHH!! I CAN'T STANDS NO MORE!!

Action:

Hand moves faster

- eyes animate

Timing:

AUG 02 2013

EPISODE #

Production :

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1014/157

1014/157

ADVENTURE TIME



Page 102
102A NEXT
day night

Sc.	Pnl.	Bg.	day	night	Sc. 104A	Pnl. A	Bg.
							

Dialog:

(LW) (OS.) FASTER!!

Action:

Timing:

AUG 02 2013

EPISODE #

Production :

1014/157

1014/157

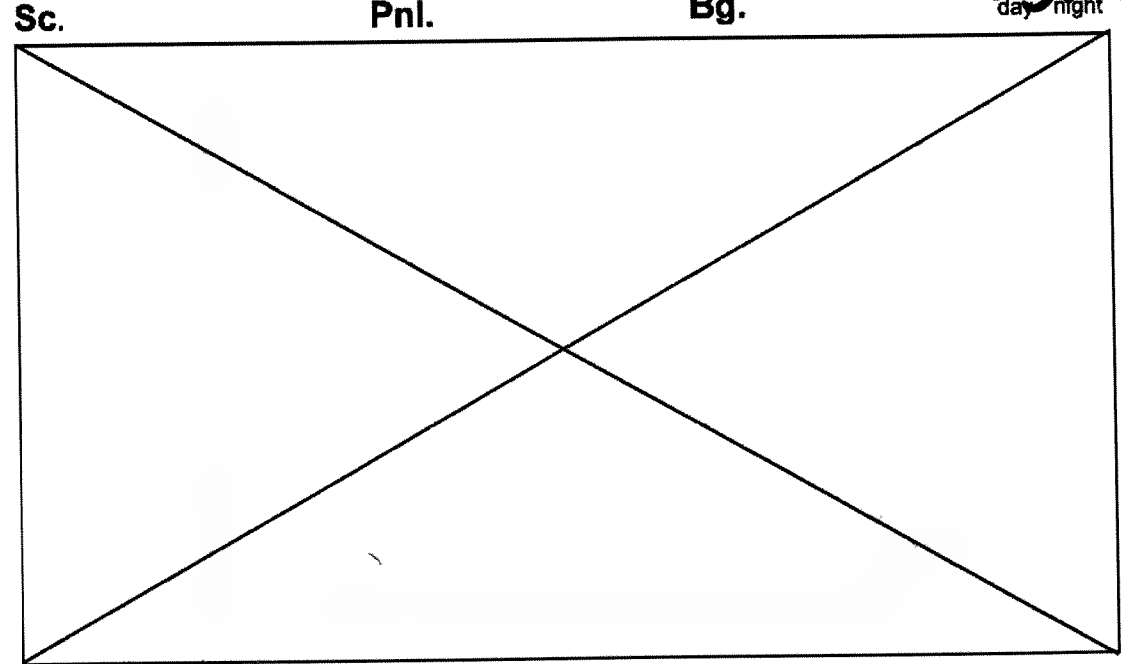
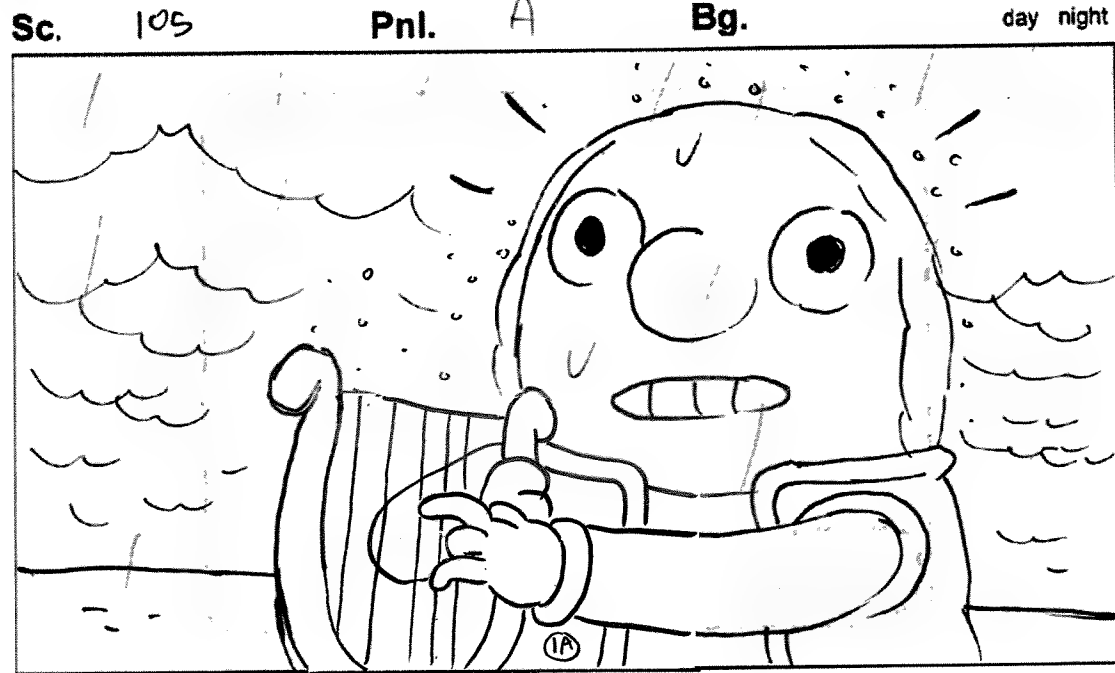
1014/157

ADVENTURE TIME

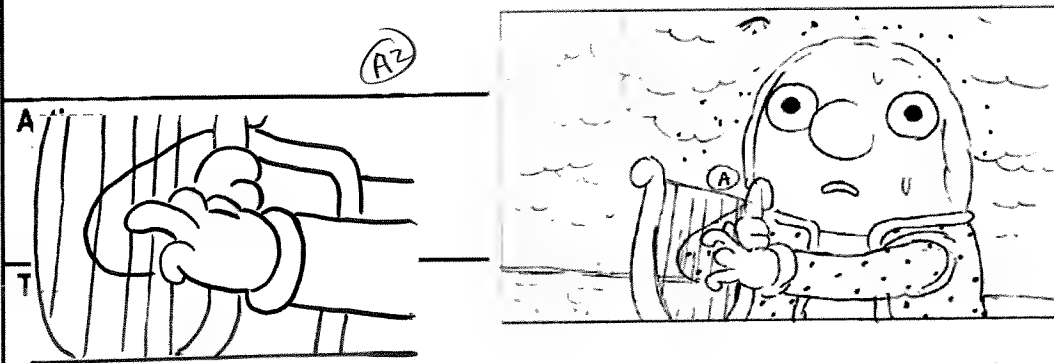


Page 102A

103 NEXT
day night



Dialog: (SFX) music speeds up/ gets louder



NOTE TO TIMING: LH PLUCKING REALY FAST.

AUG 02 201

EPISODE #

1014/157

Production :

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1014/157

1014/157

GA

ADVENTURE TIME



the cut

Page 103

Sc. 100

Pnl.

A

Bg.

day night



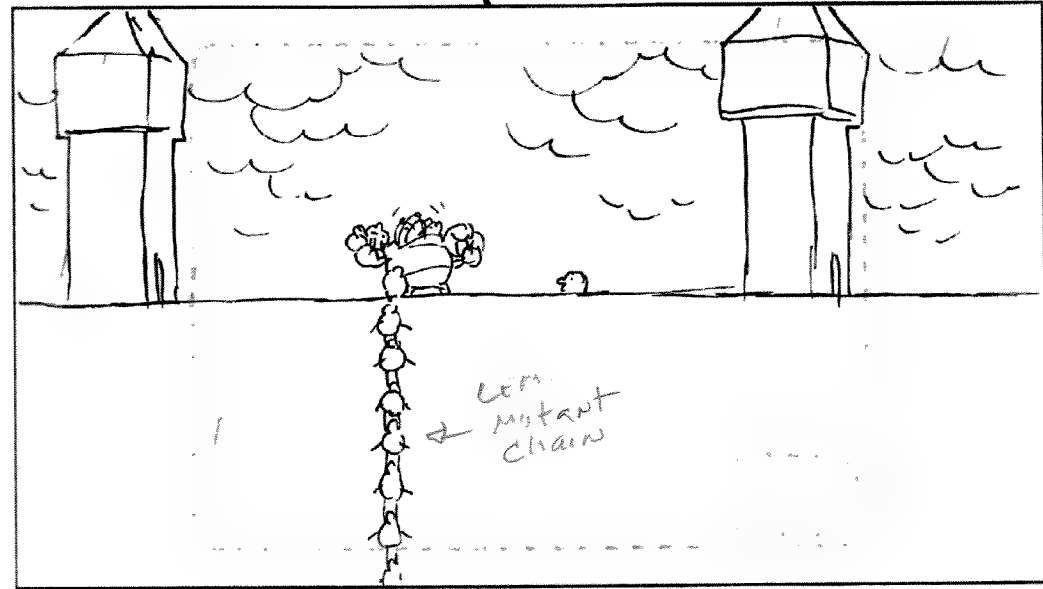
Sc. 107

Pnl.

A

Bg.

day night



com.
mutant
chain

Dialog:

(LB:) AUUUUGHHHHHHHHHHHHHHHHHH!!!

Action:

Timing:

AUG 02 2013

EPISODE #

Production :

1014/157

1014/157

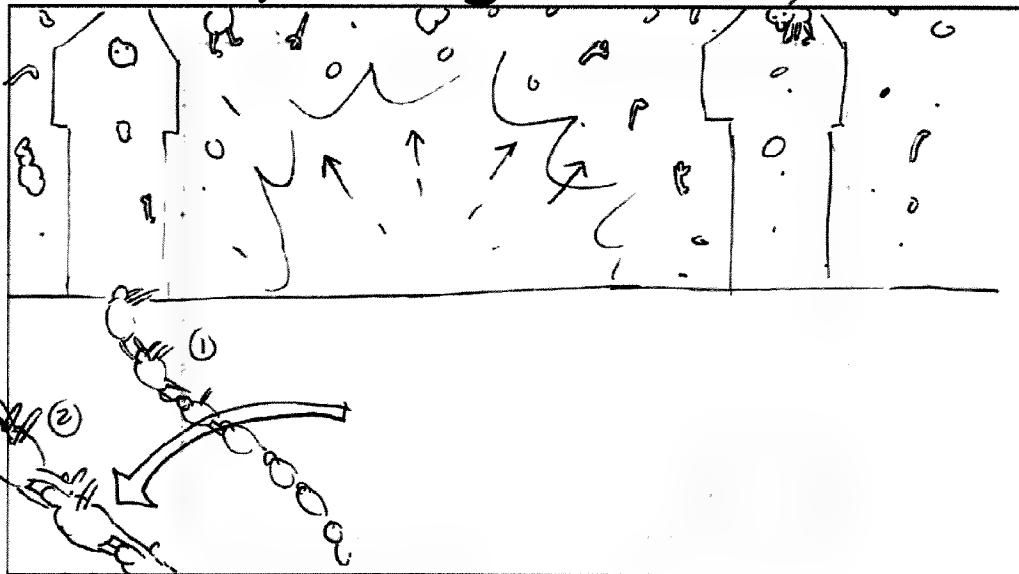
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ADVENTURE TIME

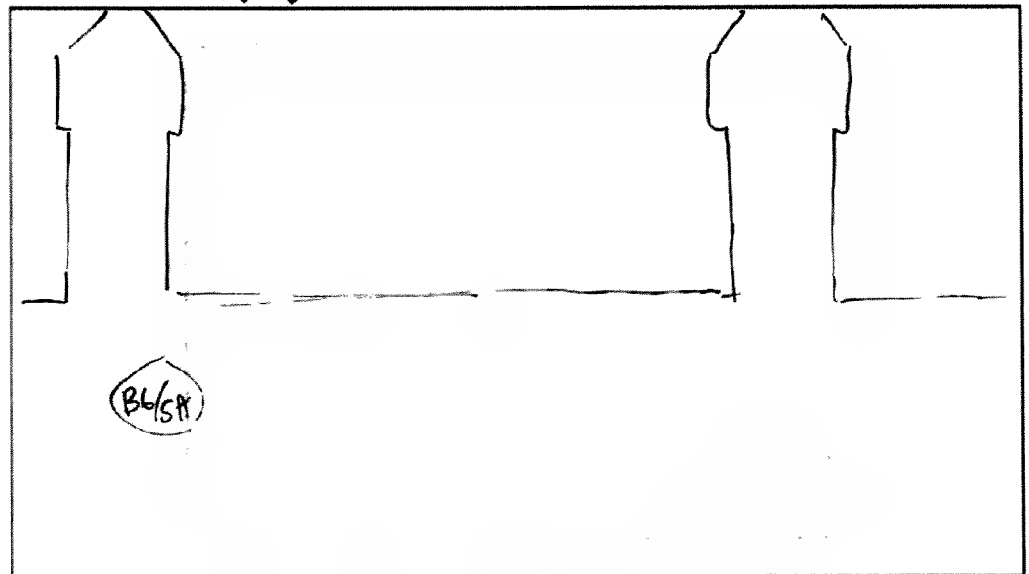


Page 104

Sc. 107 *CONT* Pnl. *B* Bg. *L Hope* day night



Sc. 107 *CONT* Pnl. *C* Bg. day night



Dialog:	- BEAT -
Action:	- LB explodes, sending pieces of body all up into the air - TOWER OF LEMON MUTAM'S FALLS AWAY FROM WALL AND OFF/S.
Timing:	AUG 02 2013

EPISODE #

Production :

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1014/157

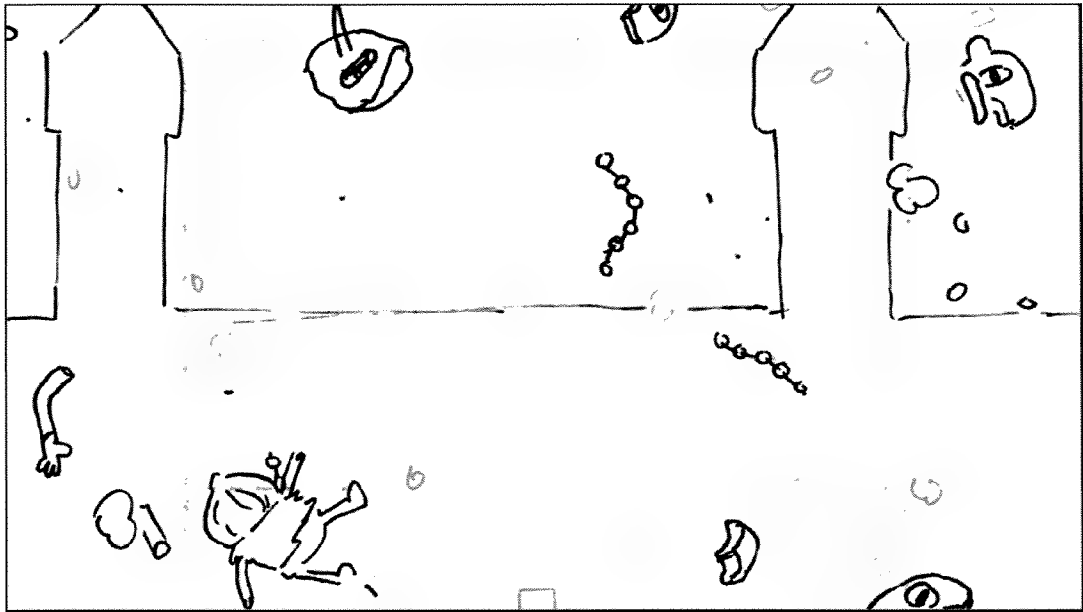
1014/157

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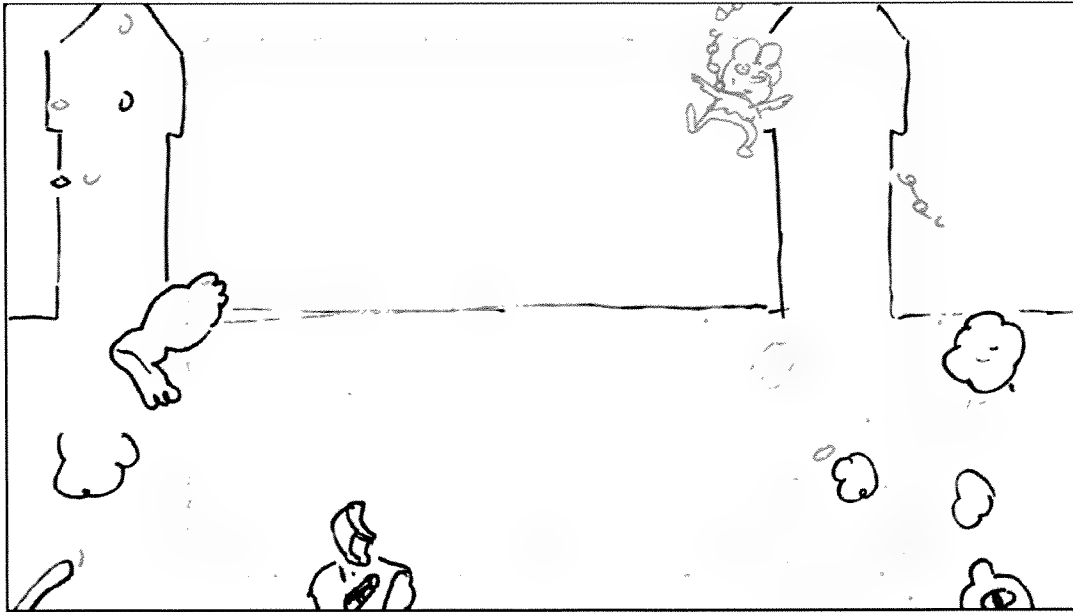
ADVENTURE TIME



Sc. 107 *CONT* Pnl. D Bg. day night



Sc. 107 *CONT* Pnl. E Bg. day night



Dialog:	
Action: -LB explodes, sending pieces of body all up into the air -tower of lemon mutants falls away from wall & off/s *use reference for falling pieces	
Timing:	AUG 02 2011

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Production :

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ADVENTURE TIME



Page 106

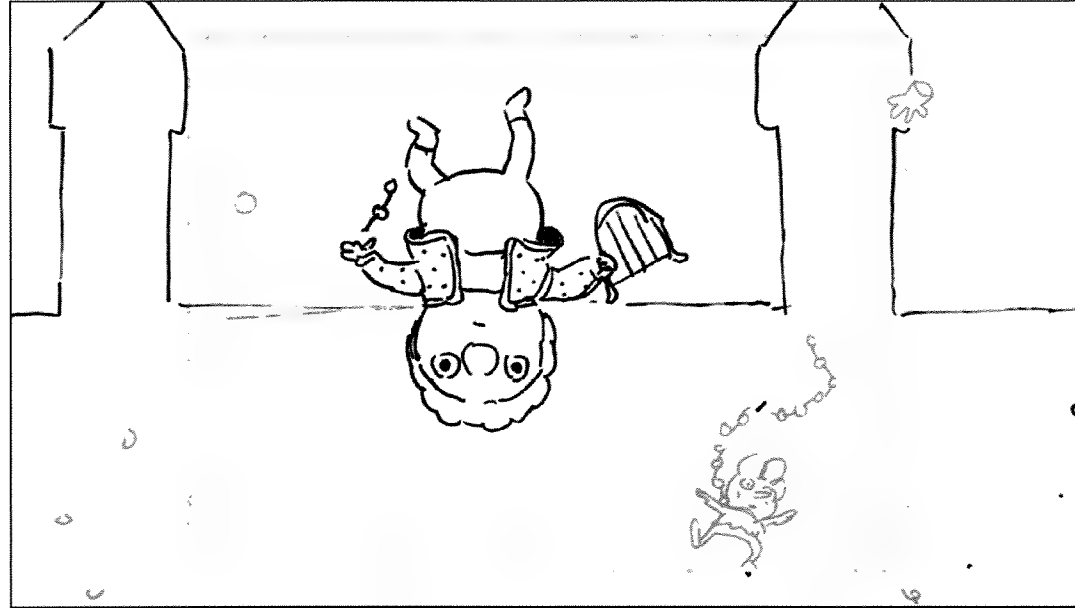
106A NEXT
day night

Sc. 107 **CONT**

Pnl. F

Bg.

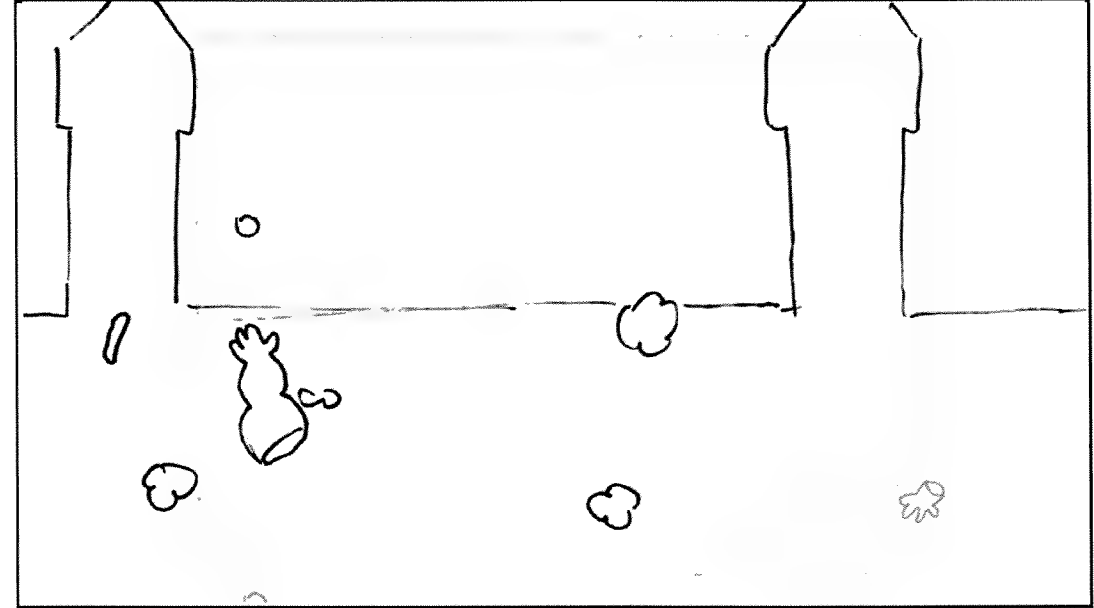
day night



Sc. 107 **CONT**

Pnl. G

Bg.



Dialog:

Action:

Lemon hope drops by, upside down

Timing:

AUG 02 2013

EPISODE # 1014-157

Production :

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1014/157

1014/157

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ADVENTURE TIME



106B NEXT
day night cut

Sc. 107 *CONT* Pnl. H Bg. day night

Sc. 107 *CONT* Pnl. I Bg. day night

Dialog:	Black FS.
	sfx: *crash!!*
Action:	Knock Knock (SFX)
	Lemon hope crashes
Timing:	
	AUG 02 2013

EPISODE # 1014-157

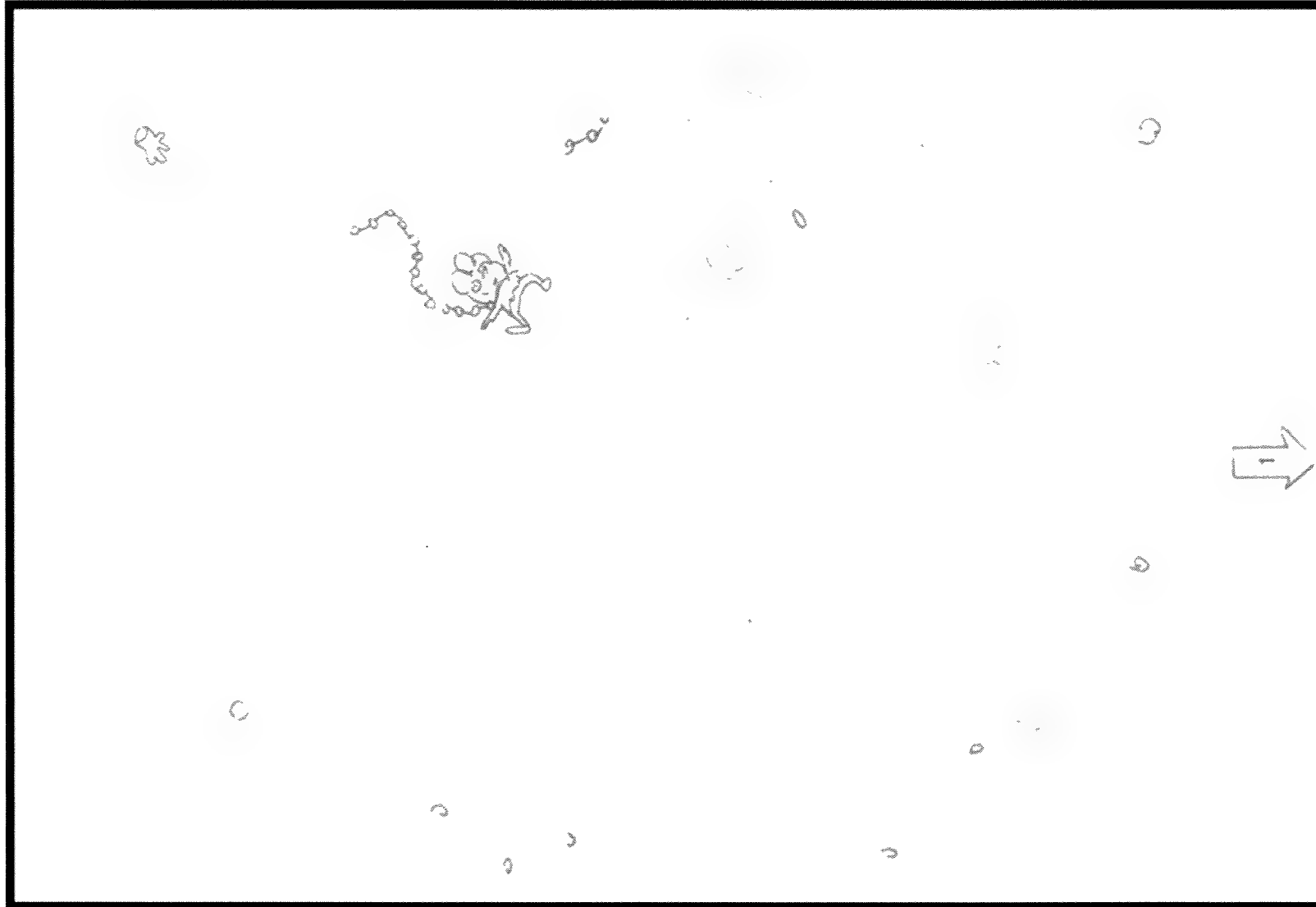
Production :

1014/157

1014/157

sc. 107 reference

OVERLAY#1 PANNING DOWN



ADVENTURE TIME

1014/157

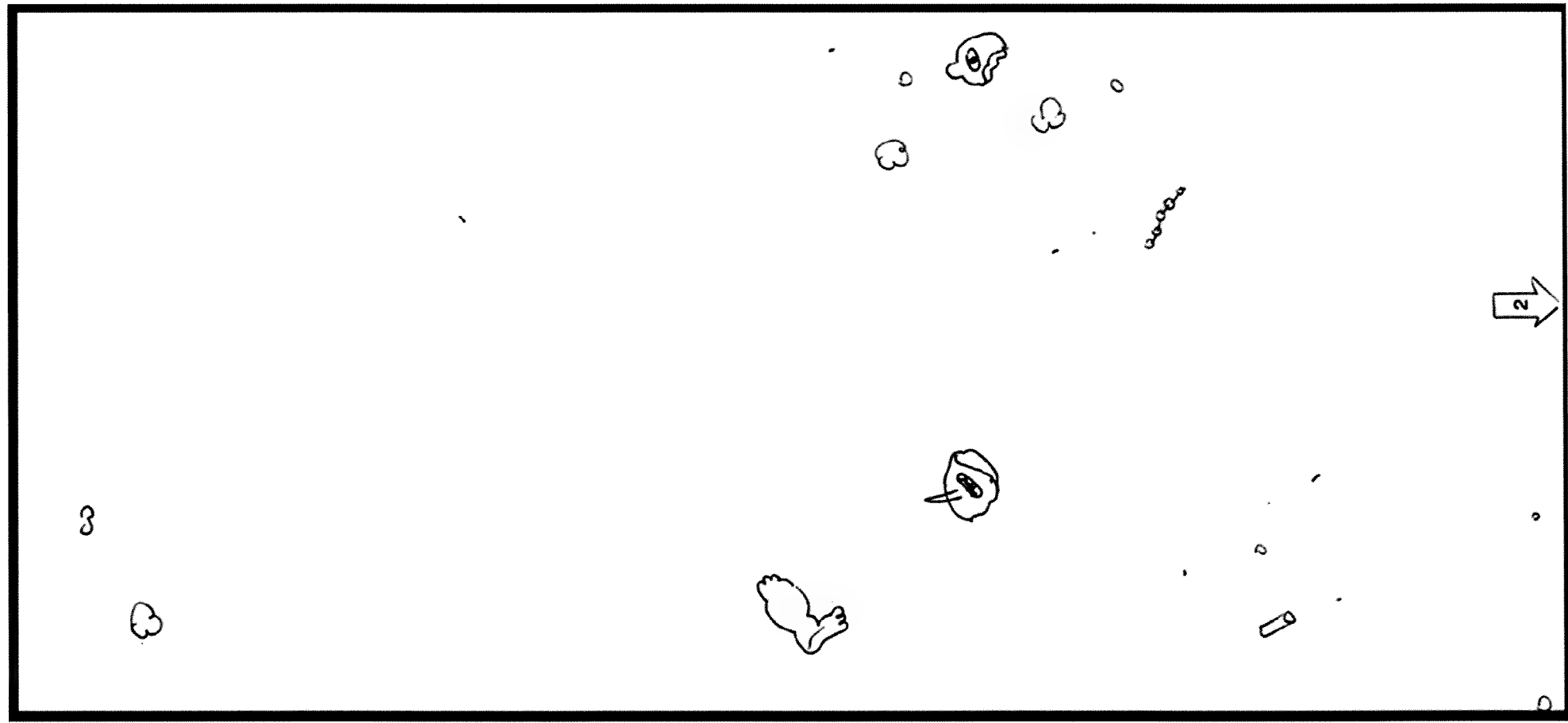
1014/157

AUG 02 2013

1014/157

sc. 107 reference

OVERLAY#2 PANNING DOWN
underlay →



AUG 02 2013



ADVENTURE TIME

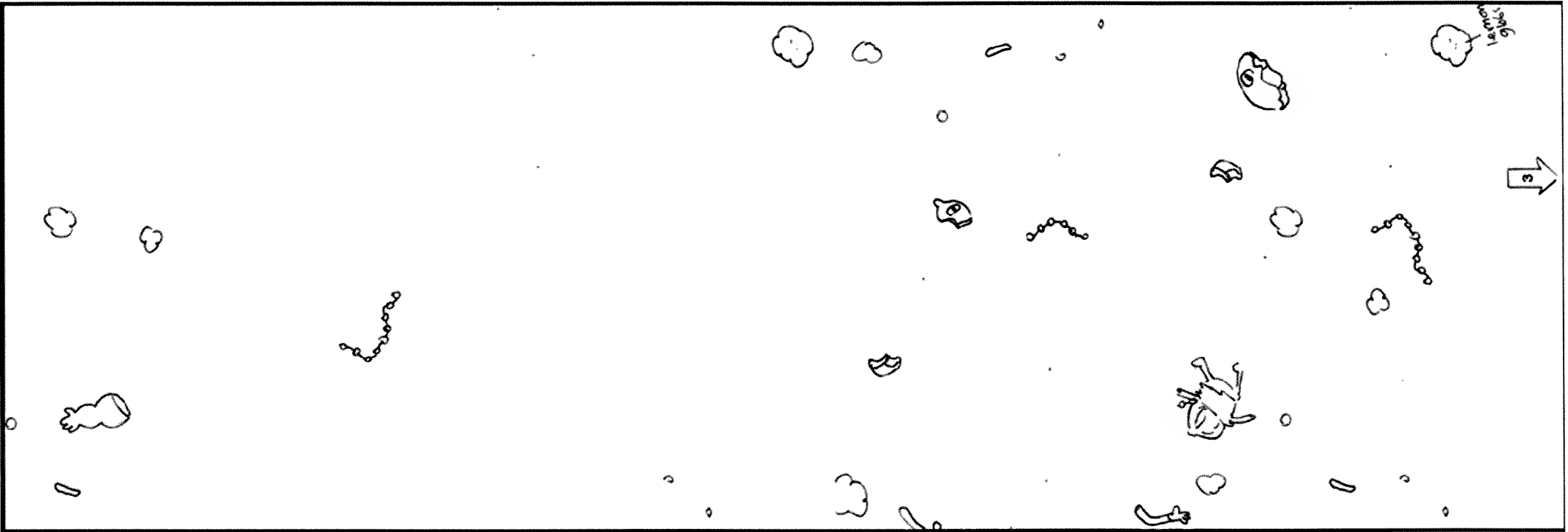
1014/157

1014/157

1014/157

sc. 107 reference

OVERLAY#3 PANNING DOWN
Overlay →



1014/157

ADVENTURE TIME

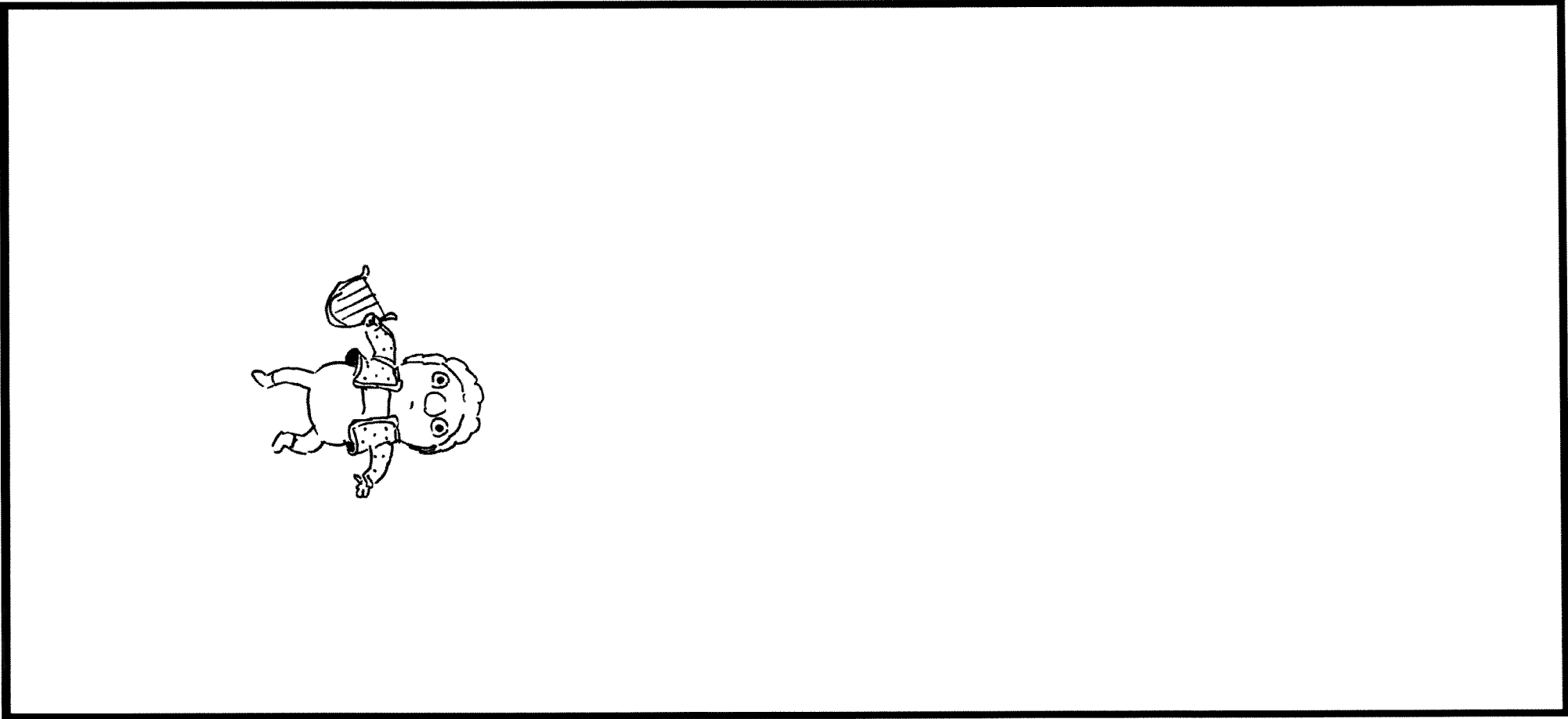
1014/157

AUG 02 2013

1014/157

sc. 107 reference

Lemonhope . PANNING DOWN
→



-Lemonhope falls upside down

AUG 02 2013

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ADVENTURE TIME

ADVENTURE TIME



Page 106F

106G NEXT

Sc.

Pnl.

Bg.

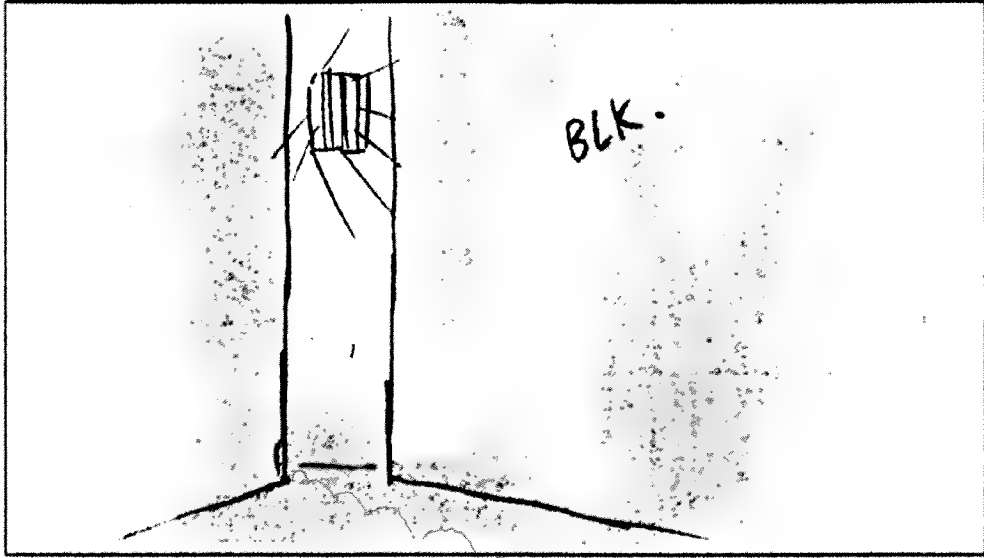
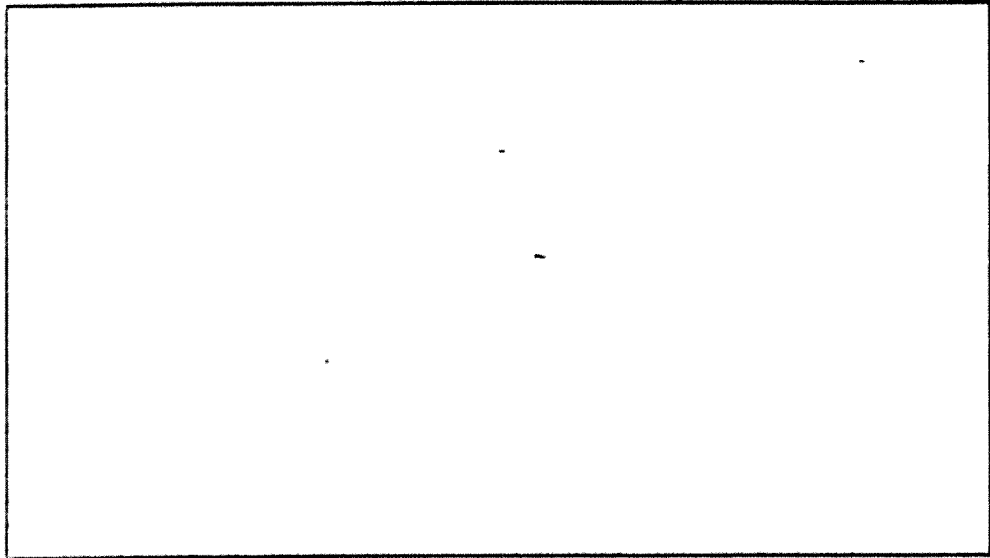
day night

Sc. 107A

Pnl. A

Bg.

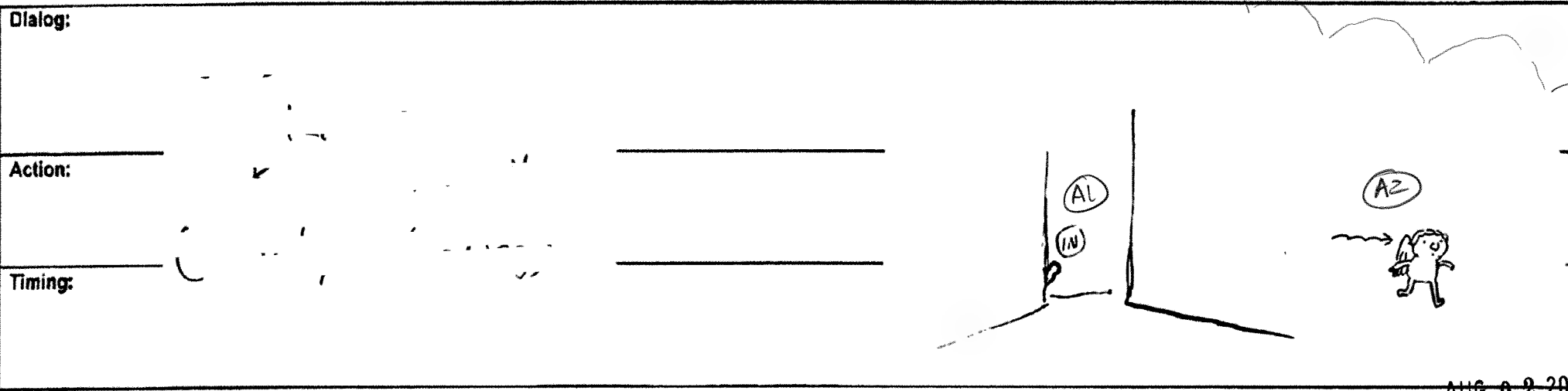
day night



Dialog:

Action:

Timing:



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Production :

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1014/157

1014/157

1014/157

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ADVENTURE TIME

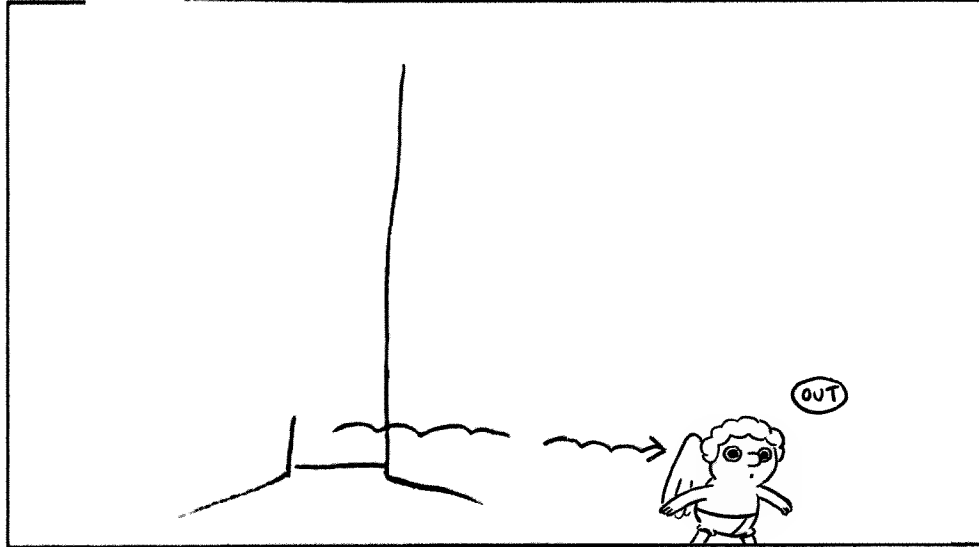


Page 106G
106H NEXT
day night

Sc. 107A *CONT* Pnl. B

Bg.

day night

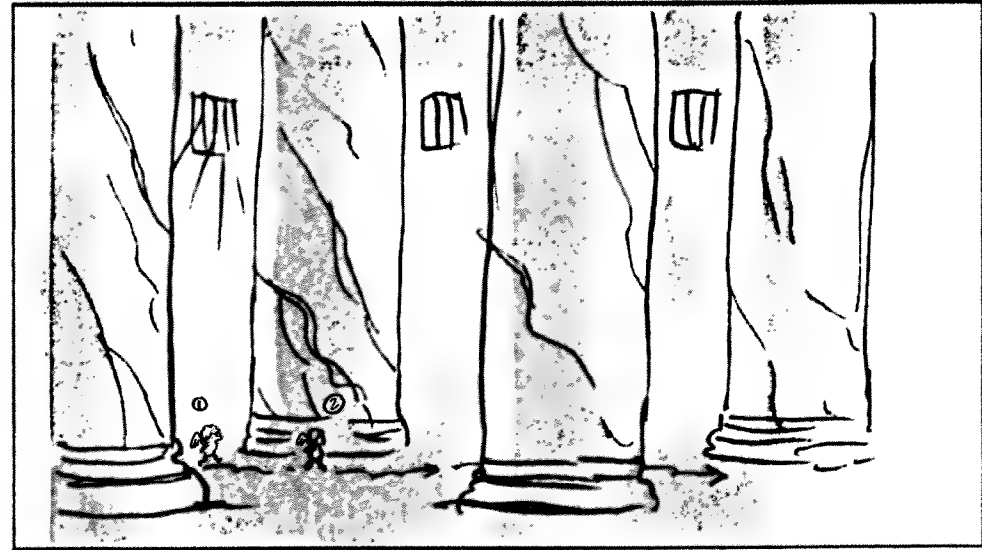


Sc. 107B

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

SFX: KNOCKING

(LH) coming!
(running)



DETAIL

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Production :

AUG 02 2012

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ADVENTURE TIME

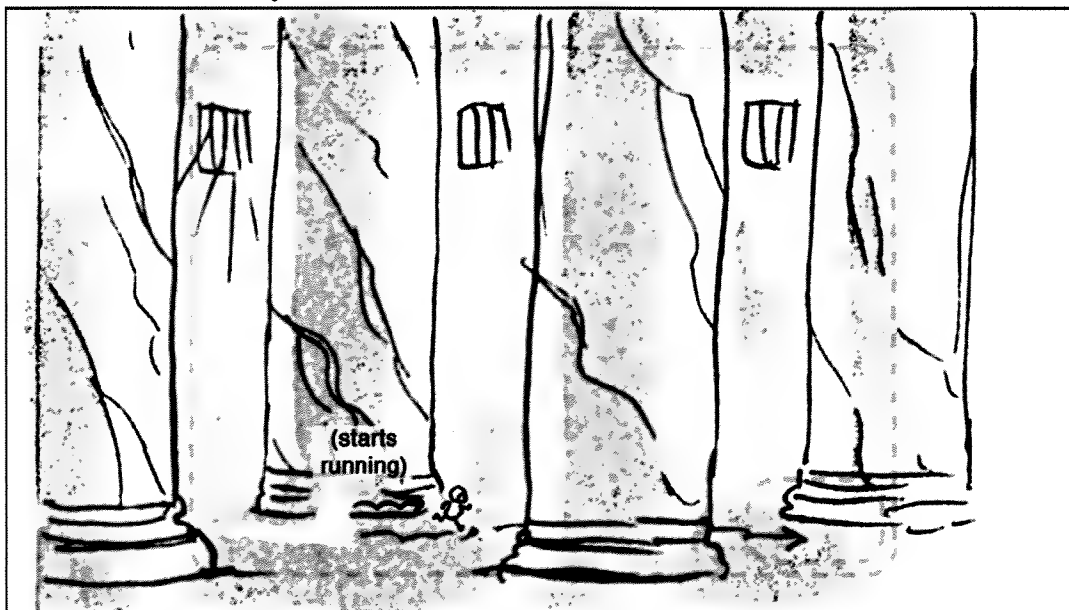


Page 106H
106 HANES
day ing... *ant*

Sc. 107B *cont* Pnl. B

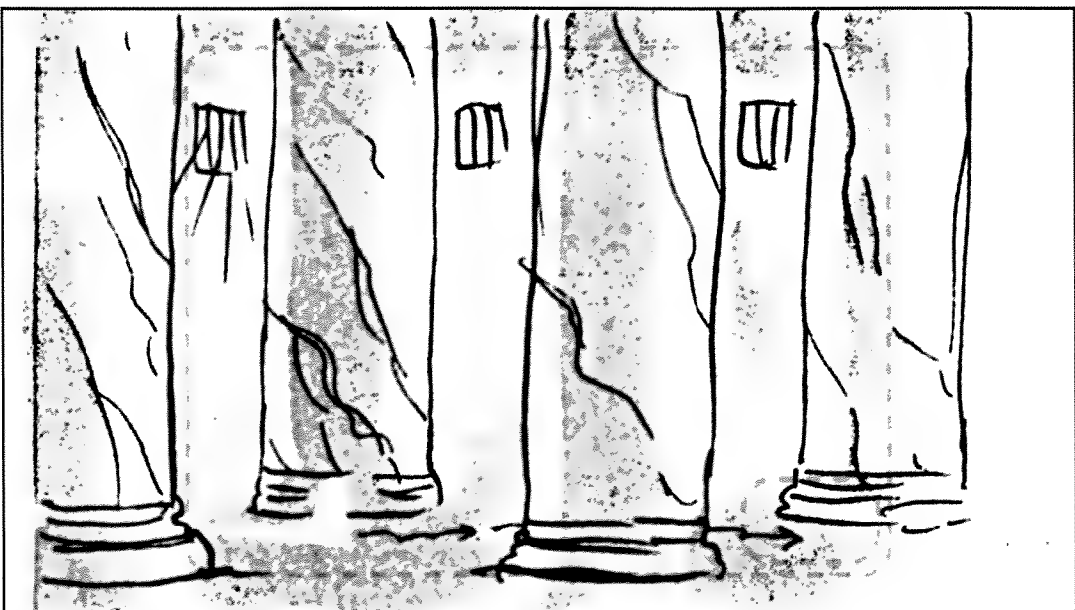
Bg.

day night



Sc. 107B *cont* Pnl. C

Bg.



Dialog:

LH: Coming!!

sfx: *knock knock knock!*

Action:

Lemon hope starts to run

Lemon hope runs Behind pillar.
and runs offscreen

Timing:

AUG 02 2013

Production :

EPISODE # 1014-157

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1014/157

1014/157

1014/157



*for reference
106HA
106HBNEXT

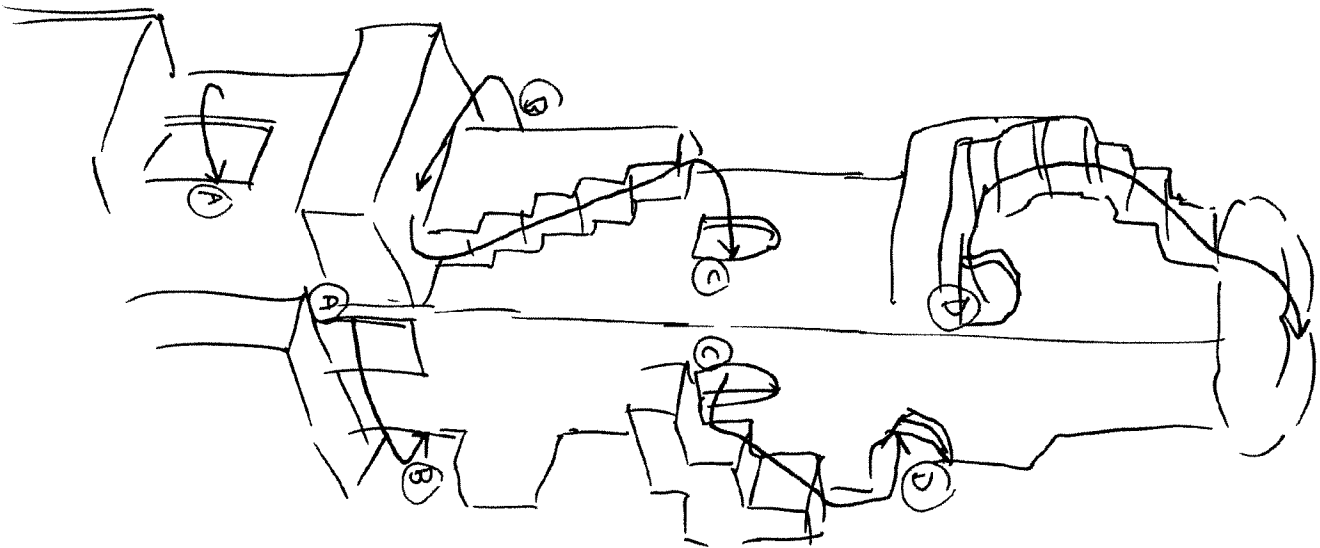
1014/157

AUG 02 2013

1014/157

*for reference

106HB
106I NEXT



1014/157

1014/157

AUG 02 2013

1014/157

Cont

ADVENTURE TIME



Page 106I

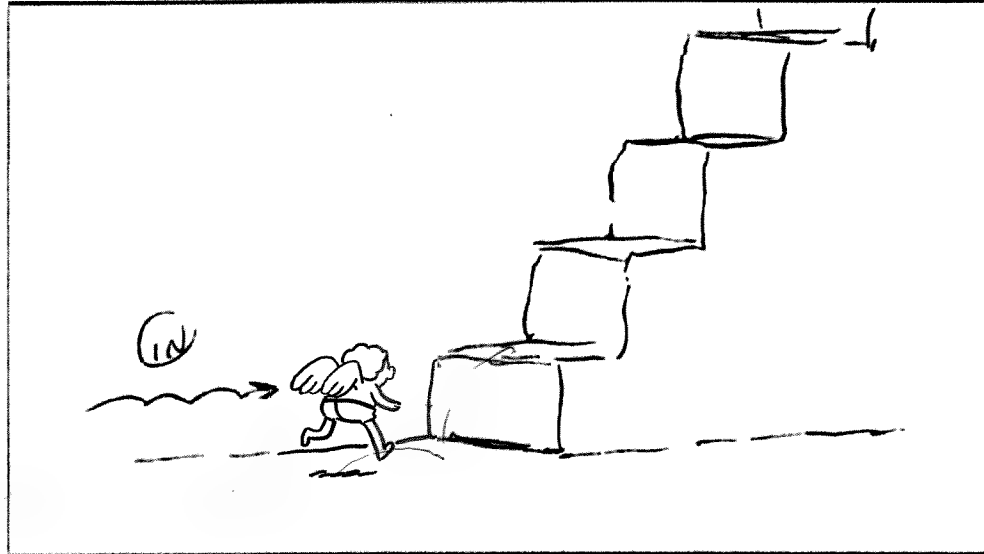
106I NEXT

Sc. 107C

Pnl. A

Bg.

day night



Sc. 107C

CONT Pnl. B

Bg.

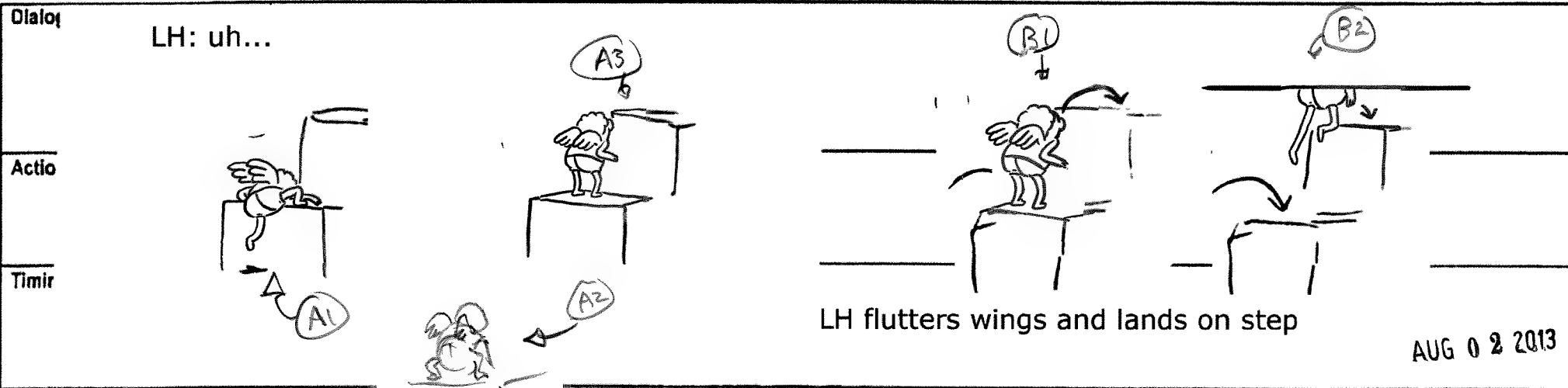


Dialog

LH: uh...

Actio

Timir



EPISODE # 1014-157

Production :

1014/157

no cut

ADVENTURE TIME



no cut

Page 106J

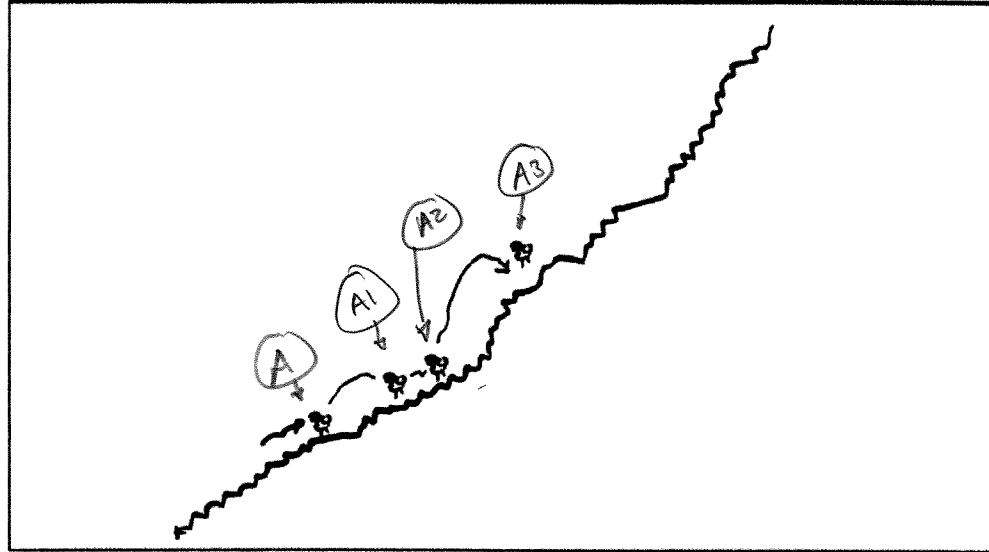
106K NEXT
day night

Sc. 107D

Pril. A

Bg.

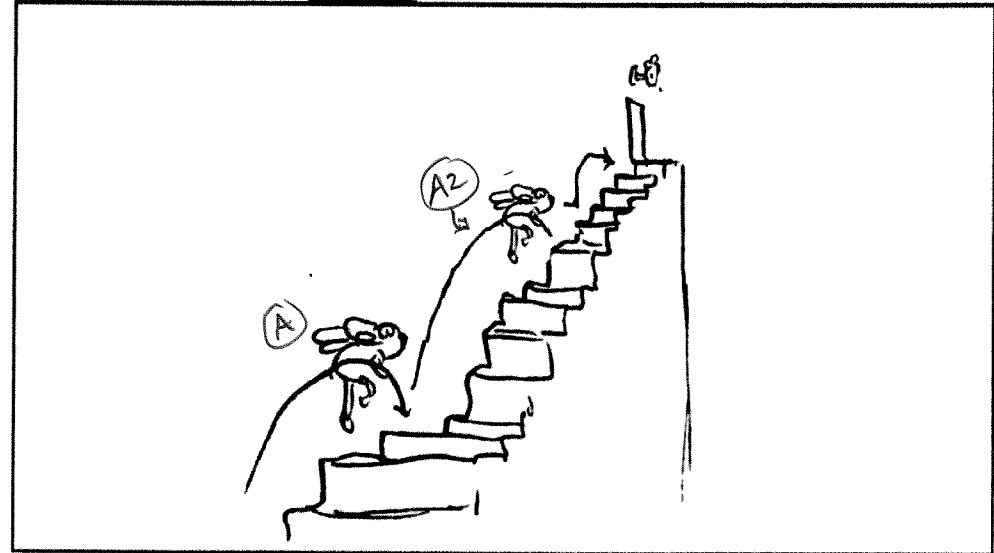
day night



Sc. 107E

Pril. A

Bg.

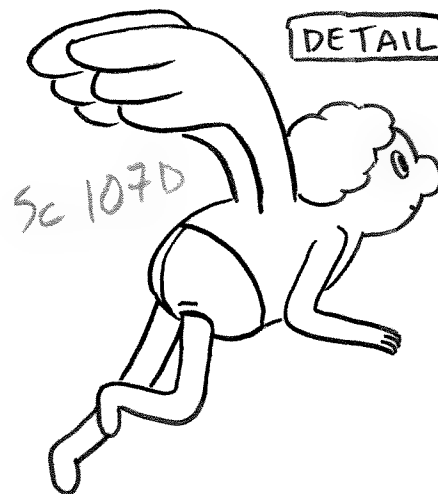


Dialog:

SFX: knocking

Action:

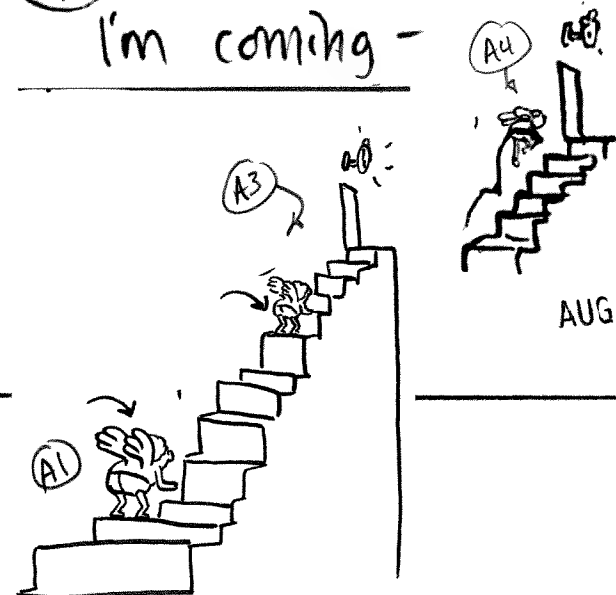
Timing:



DETAIL

Fly pose

(LH) wait wait
I'm coming -



AUG 02 2013

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Production :

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1014/157

HW
Cut

ADVENTURE TIME



Page 106K
106K
day night

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Production :

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1014/157

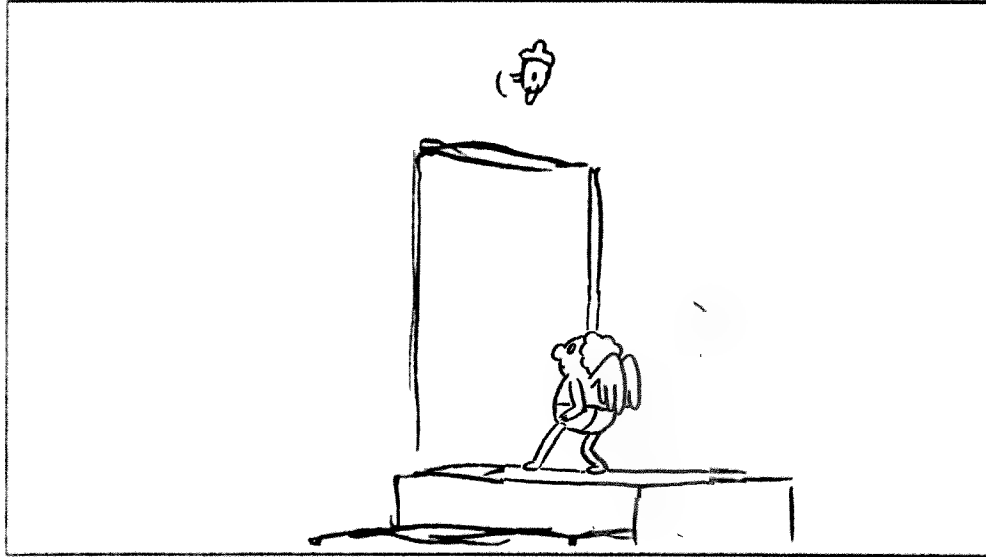
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Sc. 107F

Pnl. A

Bg.

day night

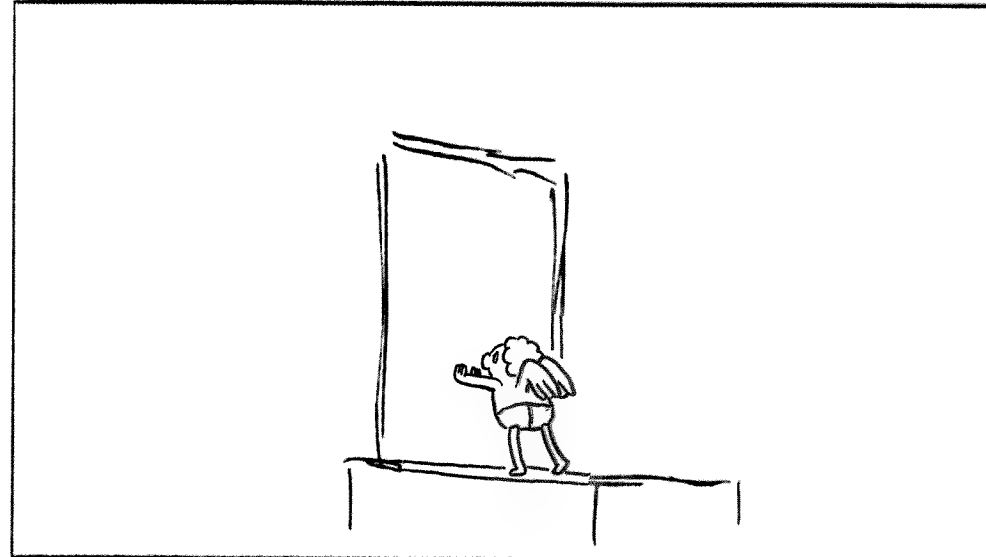


Sc. 107F

CONT

Pnl. B

Bg.



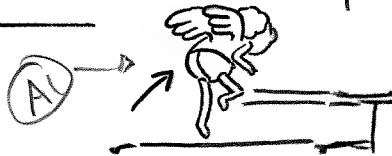
Dialog:

LH: * effort sounds*

Action:

LH struggles with door

Timing:



AUG 0 2 2013

ADVENTURE TIME



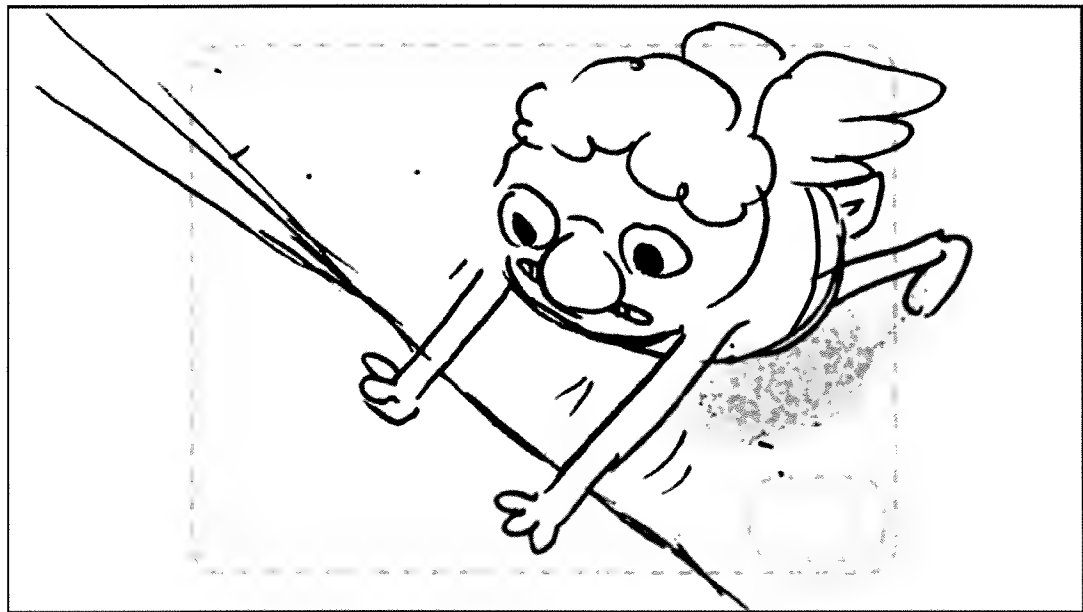
106 NEXT
day night

Sc. 107G

Pnl. A

Bg.

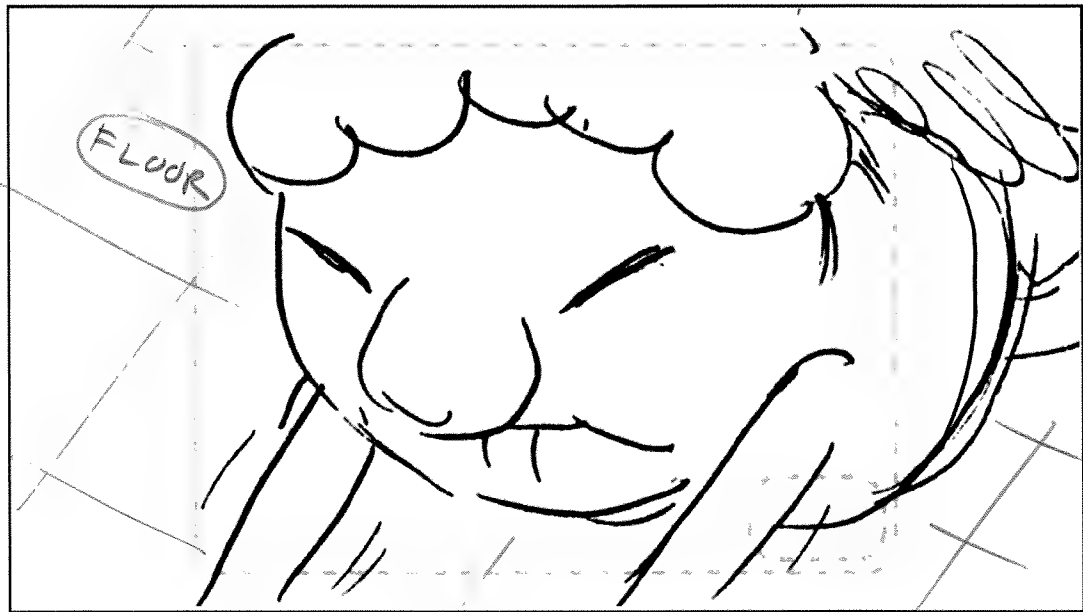
day night



Sc. 107H

Pnl. A

Bg.



Dialog:

LH: * effort sounds*

Action:

Timing:

AUG 0 2 2013

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Production :

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1014/157

ADVENTURE TIME



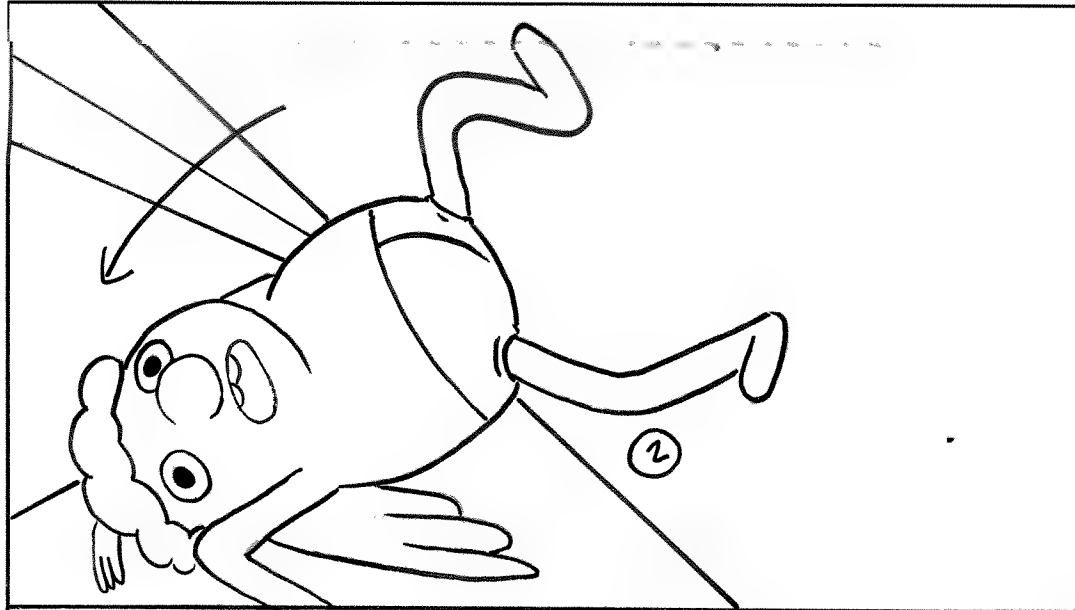
Page 106M
106M NEXT
day night

Sc. 107I

Pnl. A

Bg.

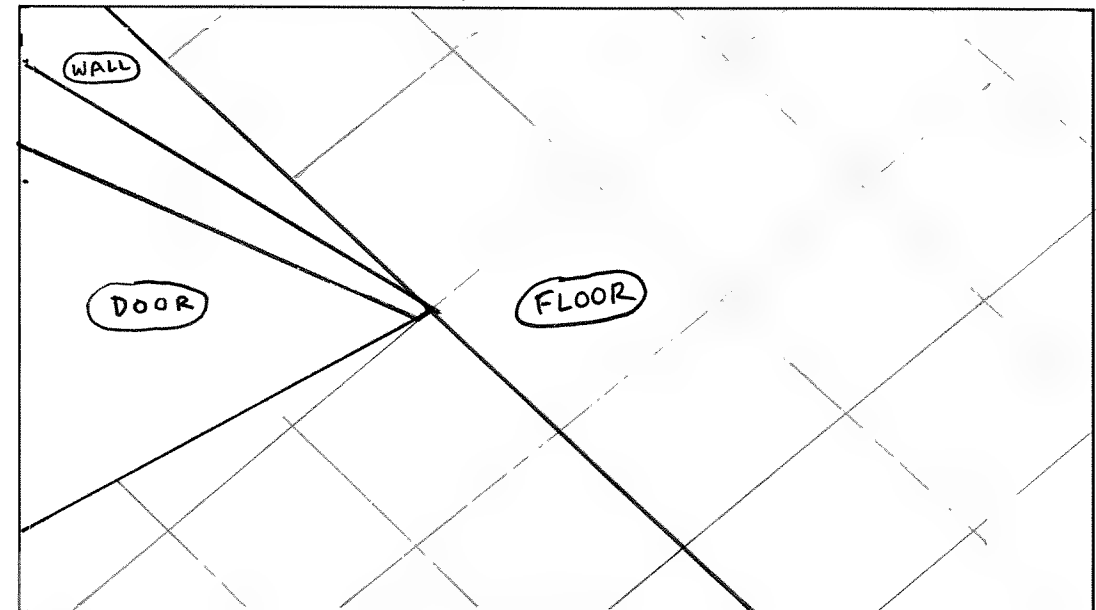
day night



Sc. 107I CONT

Pnl. B

Bg.



Dialog:

Action:

LH falls offscreen

Timing:



Lemonhope is off screen

AUG 02 2013

EPISODE # 1014-157

Production :

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1014/157

ADVENTURE TIME



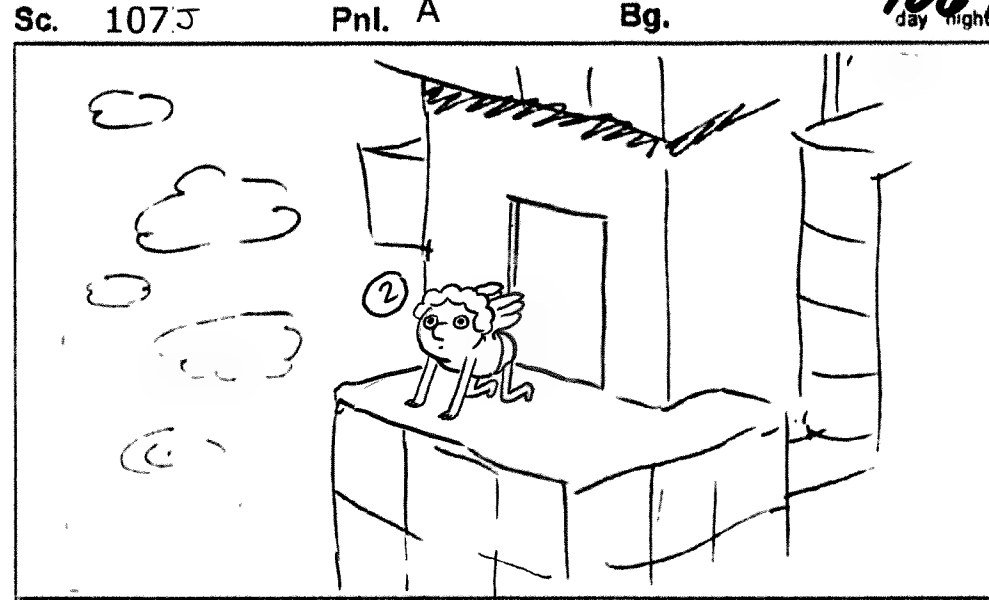
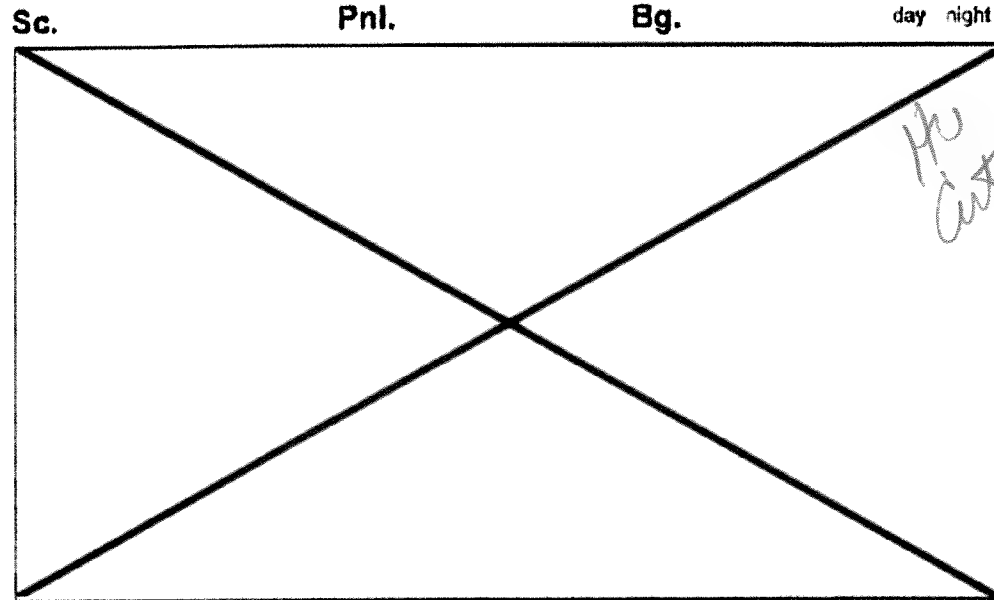
106N

Page

106:0:250

day night

no cut

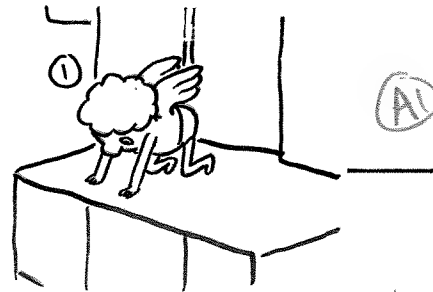


EPISODE # 1014-157

Dialog:

Action:

Timing:



AUG 02 2013

Production :

1014/157

1014/157

1014/157

1014/157

Hu
Cut

ADVENTURE TIME

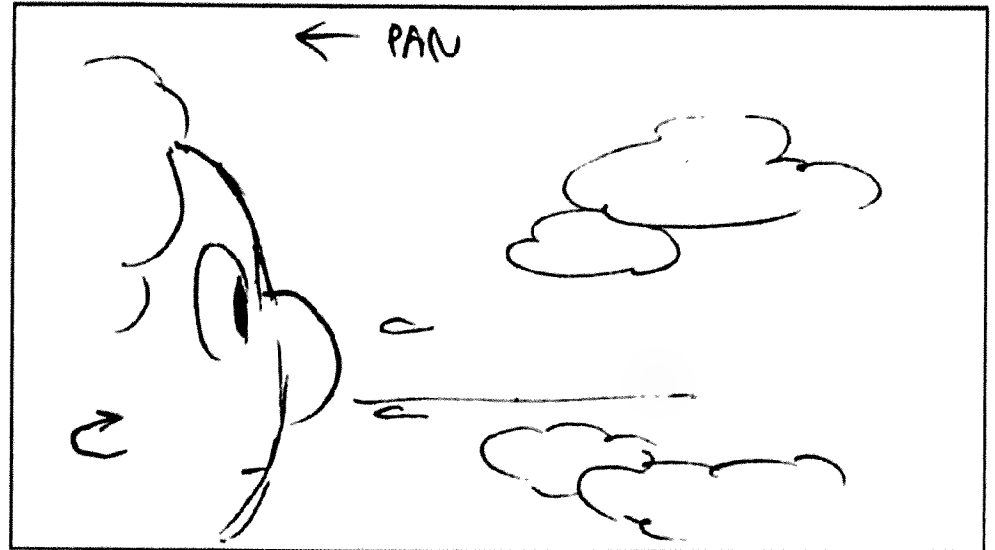


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Sc. 107K Pnl. A Bg. day night



Sc. 107K **CONT** Pnl. B Bg. day night



Page 106-0
106 PREL
Hu
Cut

Dialog:	
Action:	
Timing:	

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Production :

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1014/157

ADVENTURE TIME



Page 106-P

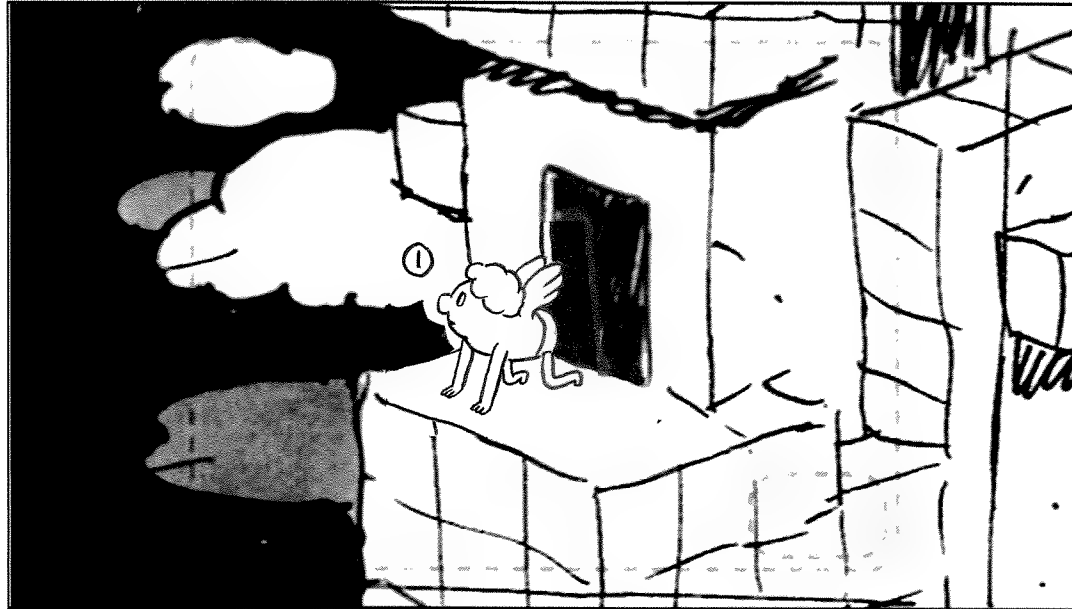
1060 NEXT
day night

Sc. 107L

Pnl. A

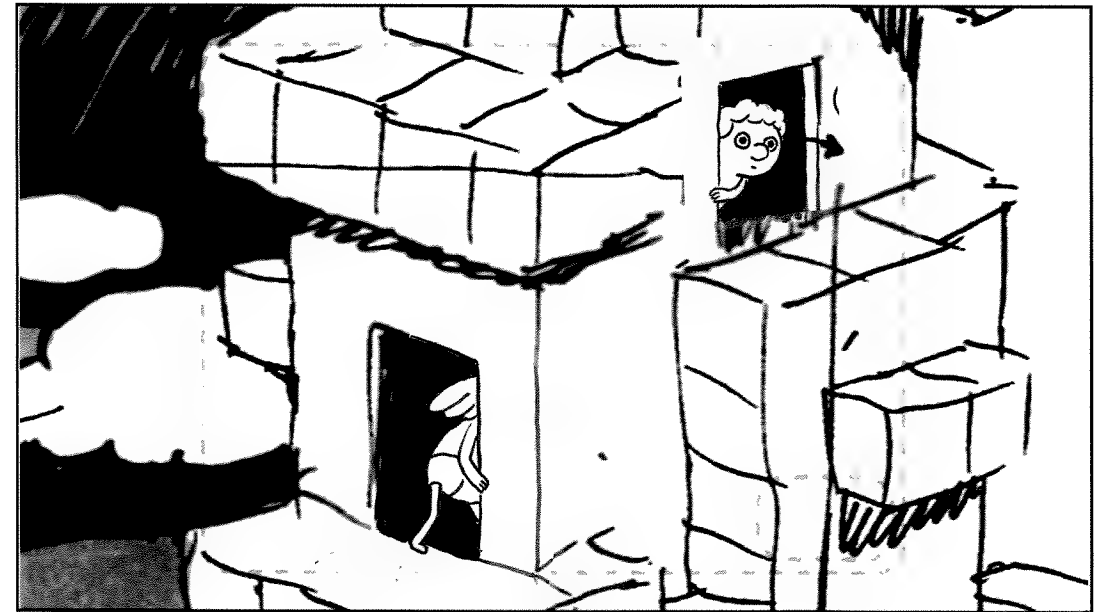
Bg.

day night



Sc. 107L CONT Pnl. B

Bg.

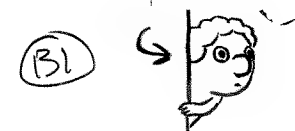
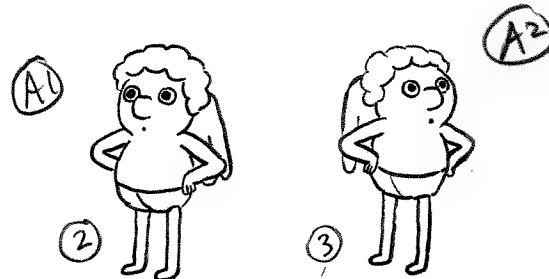


Dialog:

LH: hello?

LH: hello??

Action:



LH peek through door. ends up at the other door.
lower half of body is still at first door

Timing:

AUG 02 2013

EPISODE # 1014-157

Production :

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1014/157

ADVENTURE TIME



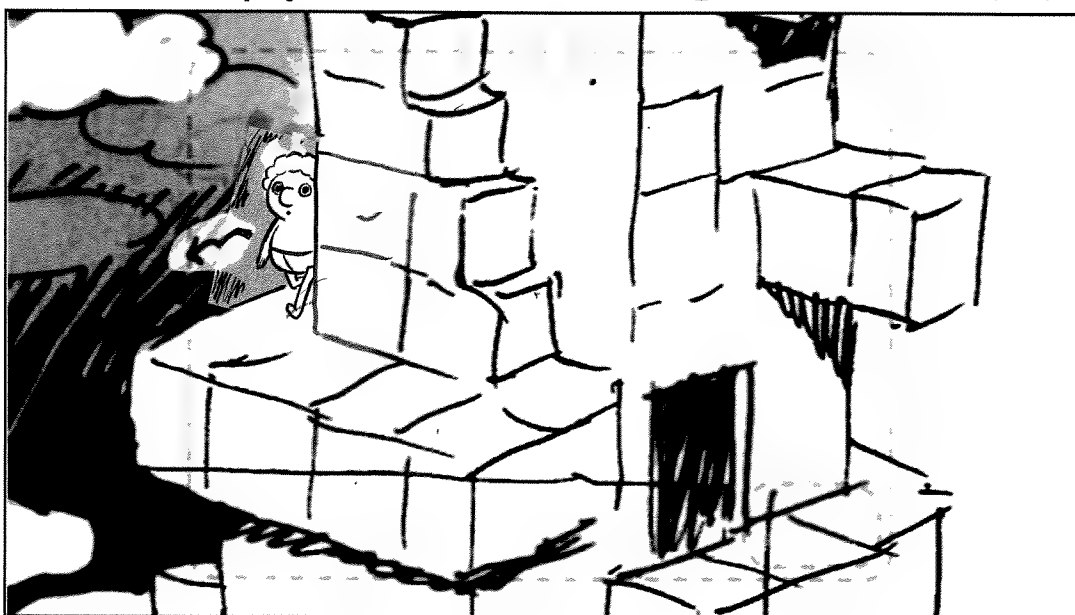
Sc. 107L CONT Pnl. C

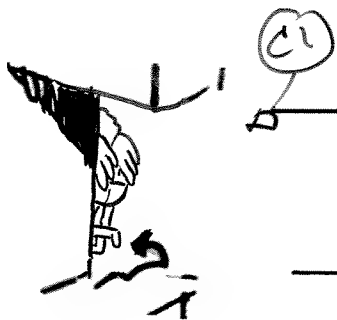

Bg. day night



Sc. 107L CONT Pnl. D

Bg.



Dialog:	
Action:	 <p>(D1)</p> <p>LH turns corner and appears right away on other side</p>
Timing:	 <p>(D2)</p> <p>LH climbs stairs</p> <p>(D3)</p> <p>AUG 02 2013</p>

EPISODE # 1014-157

Production :

ADVENTURE TIME



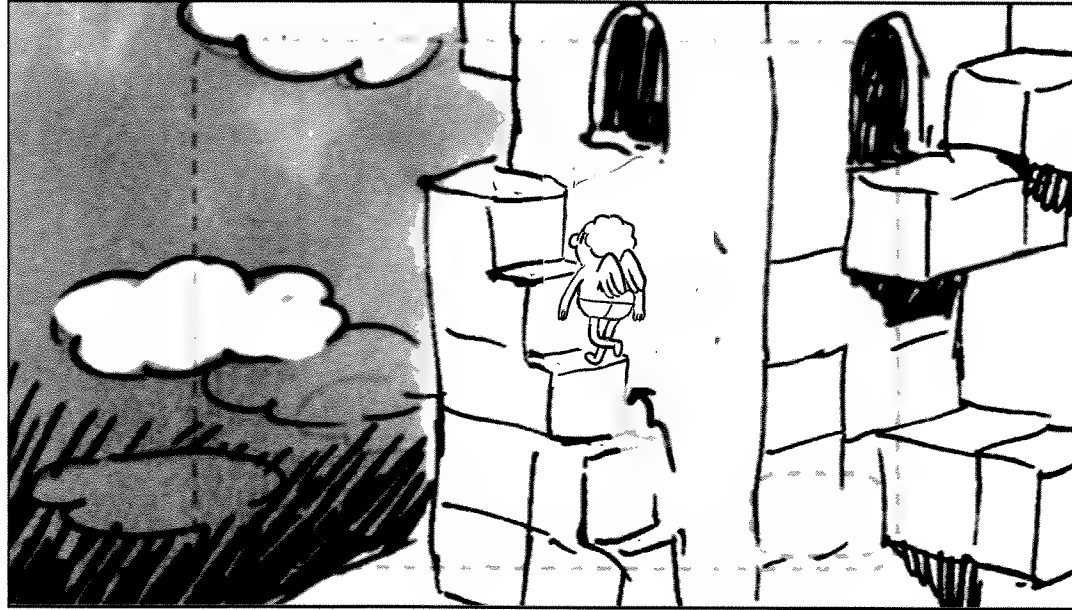
Page 106-R

106 NEXT
day night

Sc. 107L *CONT* Pnl. E

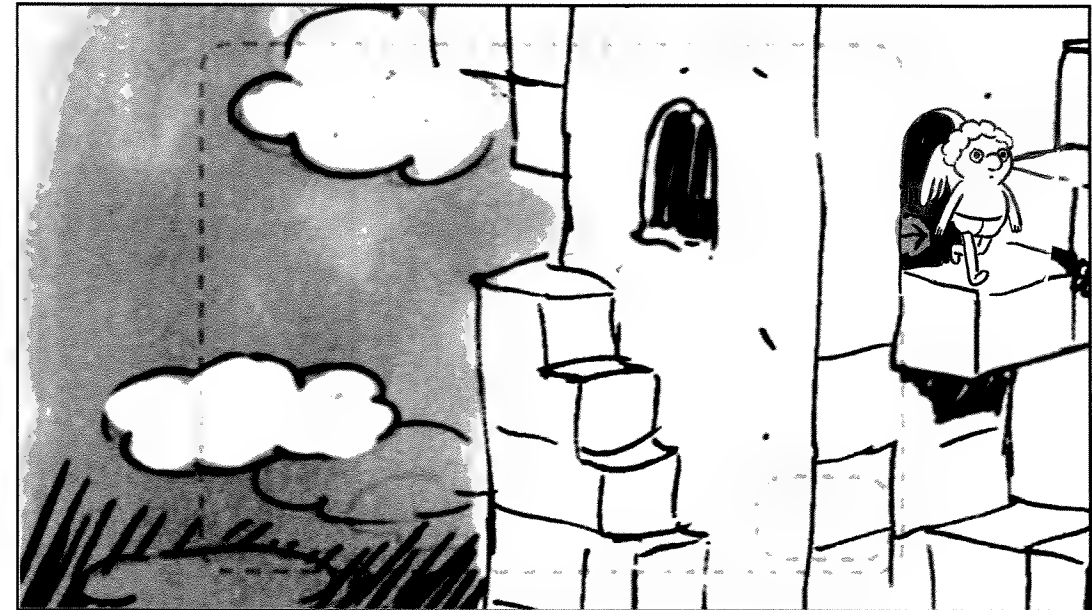
Bg.

day night

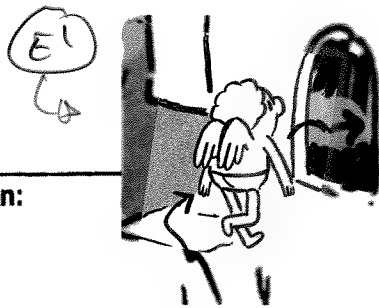


Sc. 107L *CONT* Pnl. F

Bg.



Dialog:



Action:

LH climbs stairs and enters door

LH exits right away through other door

Timing:

REFERENCE:



THROUGH OUT THIS SCENE,
WHEN LH. CLIMBS THE
LARGE STEPS, HE FLAPS
HIS WINGS, SKIPPING
STEPS ALONG THE
WAY.

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EPISODE # 1014-157

Production :

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ADVENTURE TIME

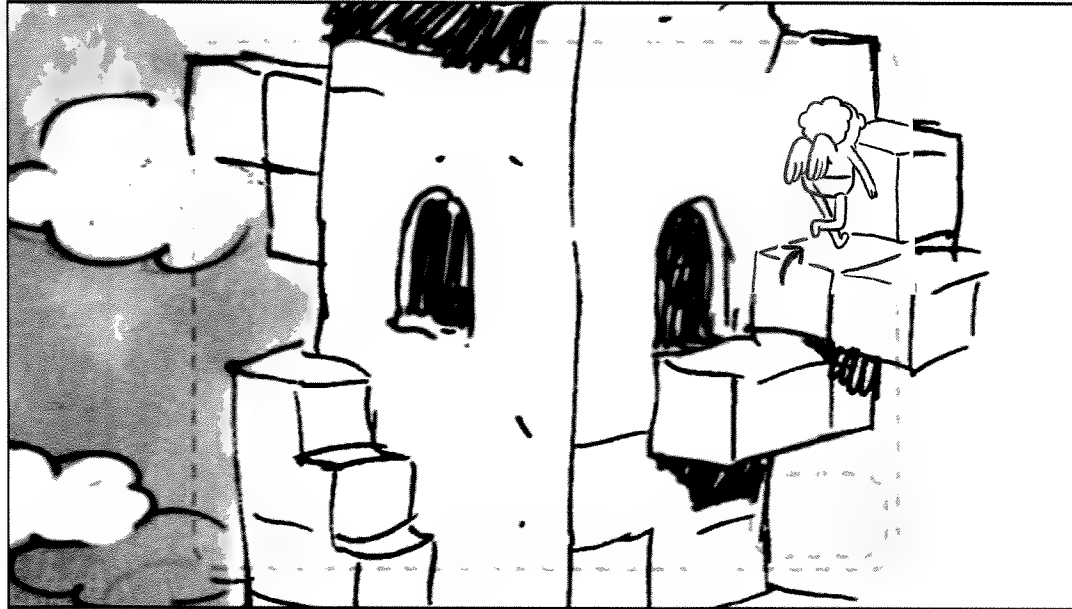


Page 106-S
106 TWENTY
day night

Sc. 107 *CONT* Pnl. G

Bg.

day night



Sc. 107 *CONT* Pnl. H

Bg.



Dialog:

Action:

LH climbs stairs

LH turns corner

Timing:

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1014/157

Production :

1014/157

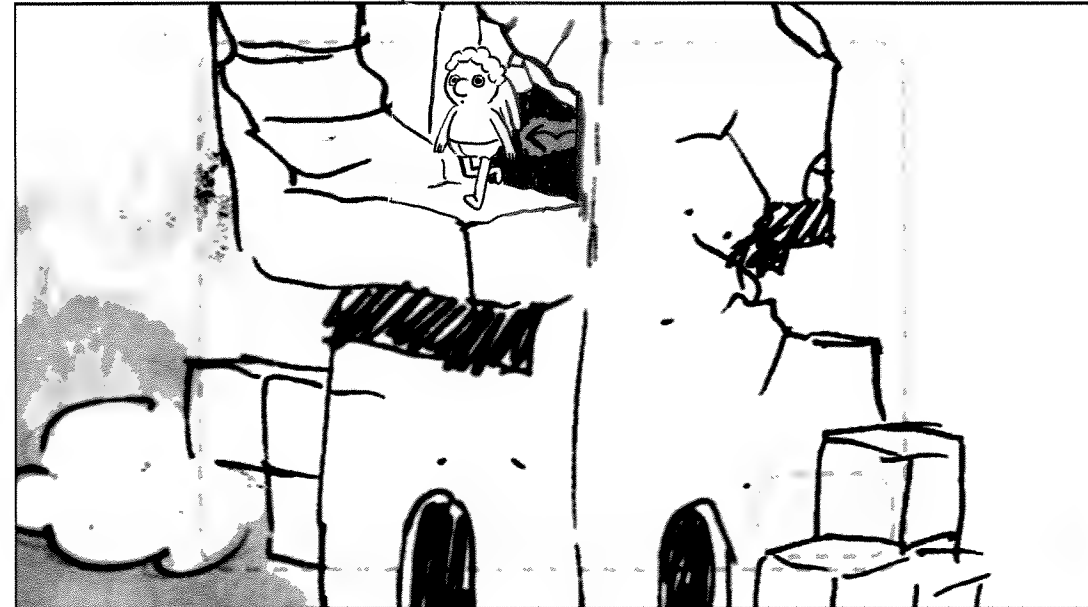
1014/157

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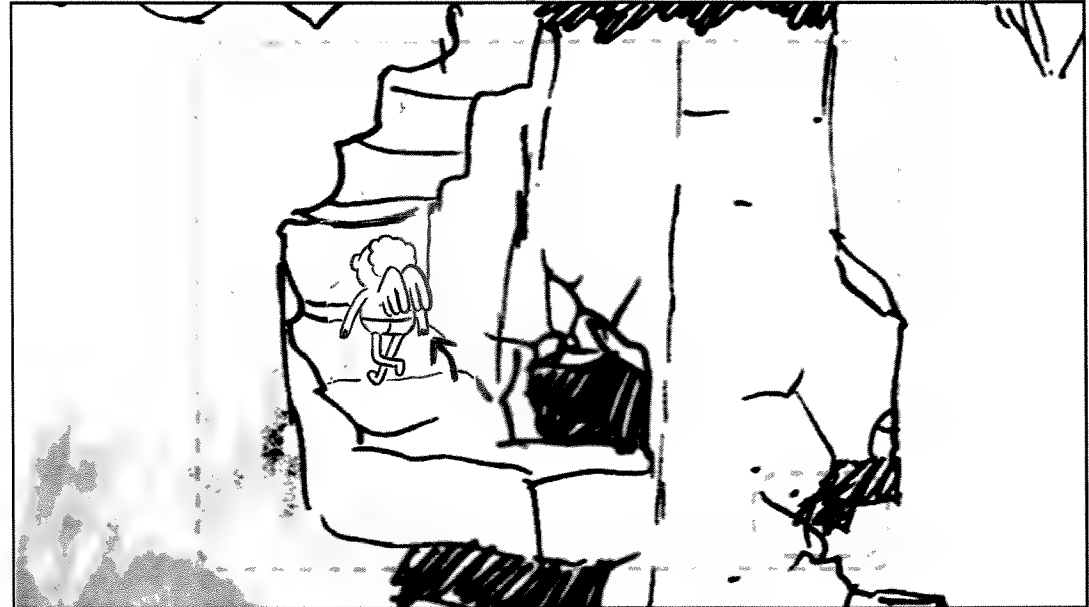
ADVENTURE TIME



Sc. 107 L CONT Pnl. I Bg. day night



Sc. 107 L CONT Pnl. J Bg. day night



Dialog:
Action: LH continues upwards
Timing: AUG 0 2 2013

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Production :

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1014/157

ADVENTURE TIME



Page 106-U
No PGS 106V-106W
day night

Sc. 107 L *CONT* Pnl. K

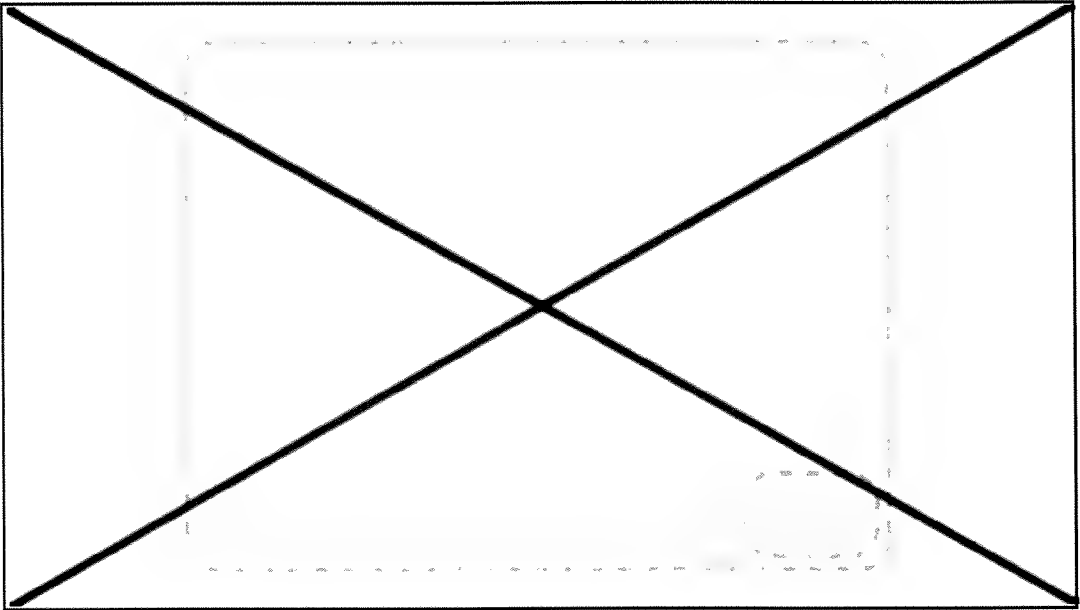
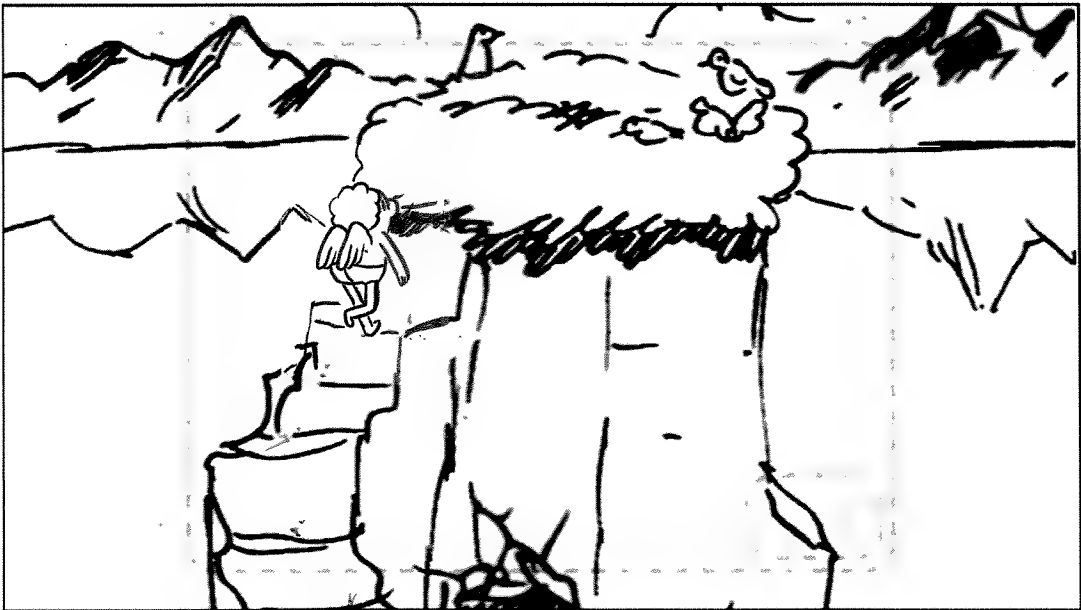
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

LH ends at nest

Timing:

AUG 02 2013

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Production :

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1014/157

1014/157

ADVENTURE TIME

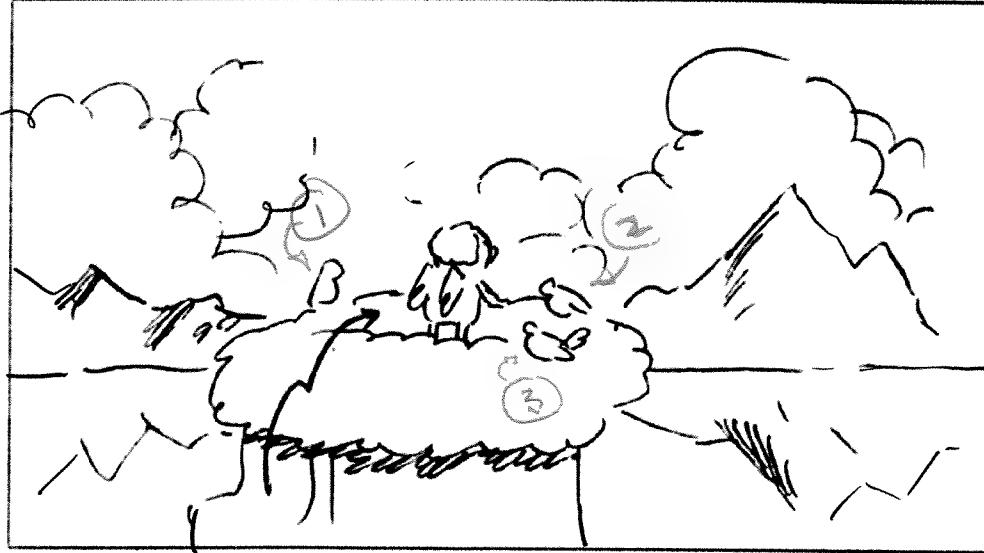


170
Cut

Sc. 107L **CONT** Pnl. L

Bg.

day night



Sc. 107M

Pnl. A

Bg.



Page 106-x
106Y NEXT
day night

170
Cut

EPISODE # 1014-157

Dialog:

Action:

Timing:



LH LOOKS LEFT.

A2

LH. LOOKS SLIGHT RT.

A1

A3

OUT

AUG 02 2013

Production:

1014/157

1014/157

1014/157

Ho cut

ADVENTURE TIME



Page 106-y

Sc. 107N

Pnl. A

Bg.

day night

Sc.

107N cont

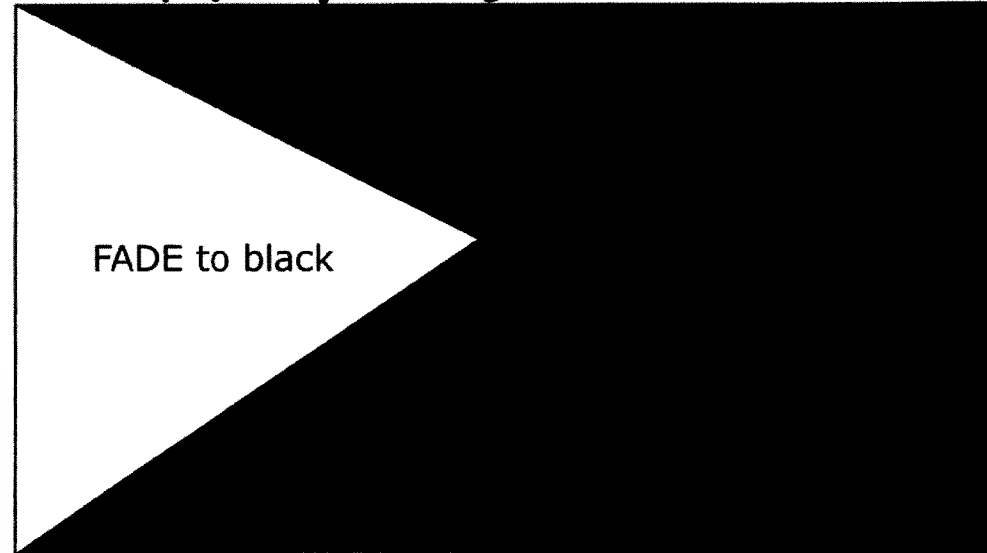
Pnl.

B

Bg.

day night

107N cont



Timing:

AUG 02 2012

EPISODE # 1014-157

Production :

1014/157

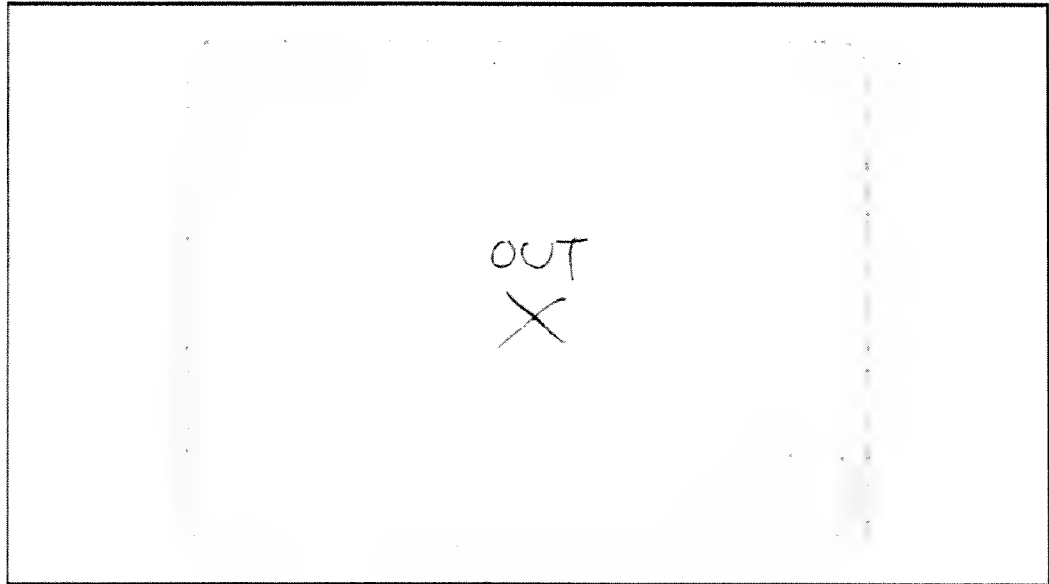
1014/157

ADVENTURE TIME



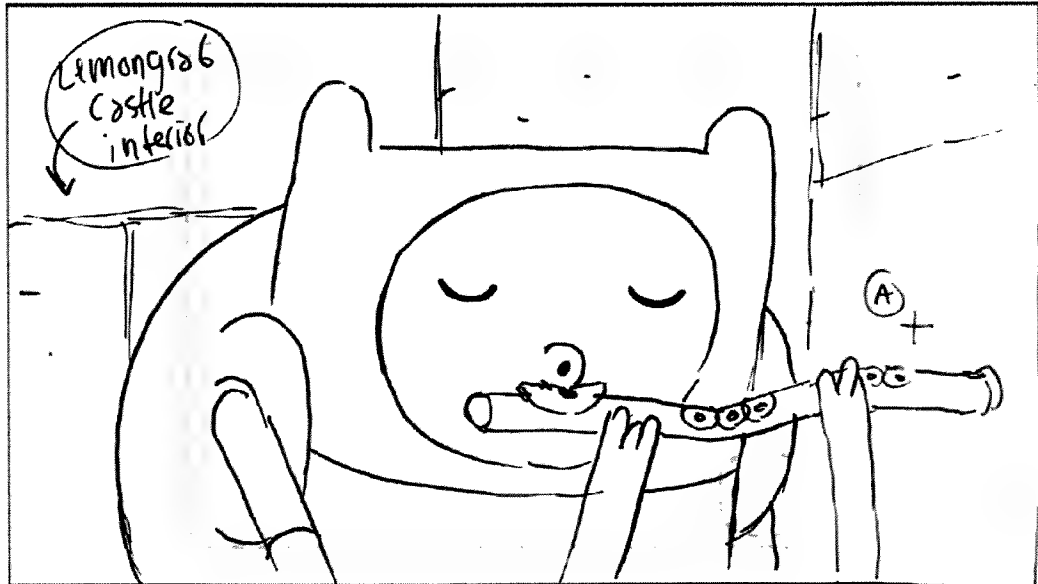
Page 107

Sc. Pnl. Bg. day night



OUT
X

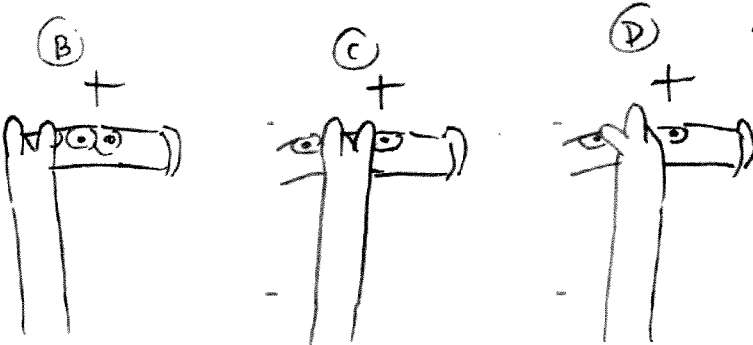
Sc. 108 Pnl. A Bg. day night



Dialog: ♪ (SFX:) tweetly tweetly tweet ♪

Action: ABAB etc.
CDCD etc.
-Finn plays flute

Timing:



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EPISODE #

1014-157

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1014/157

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1014/157

1014/157

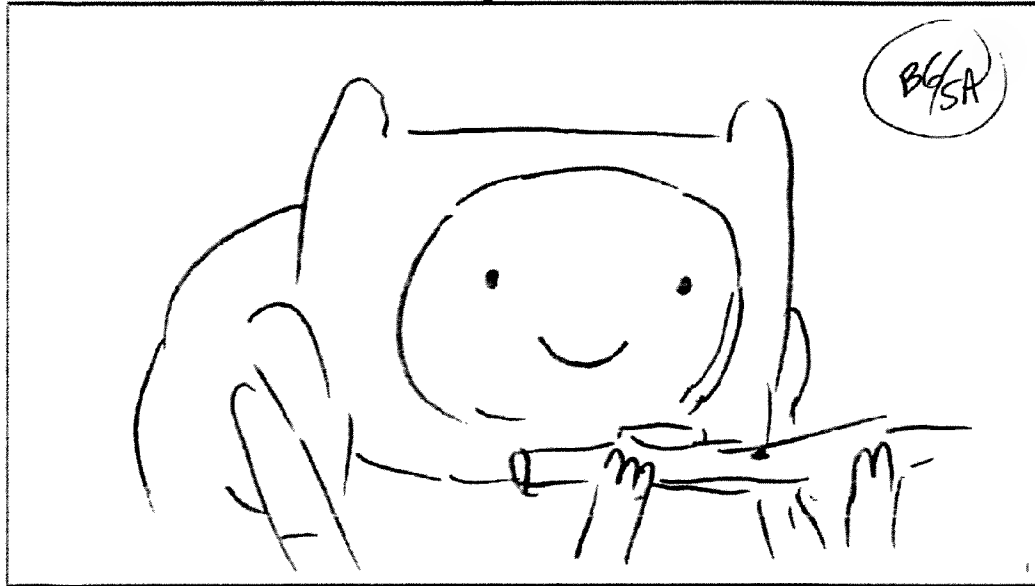
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ADVENTURE TIME

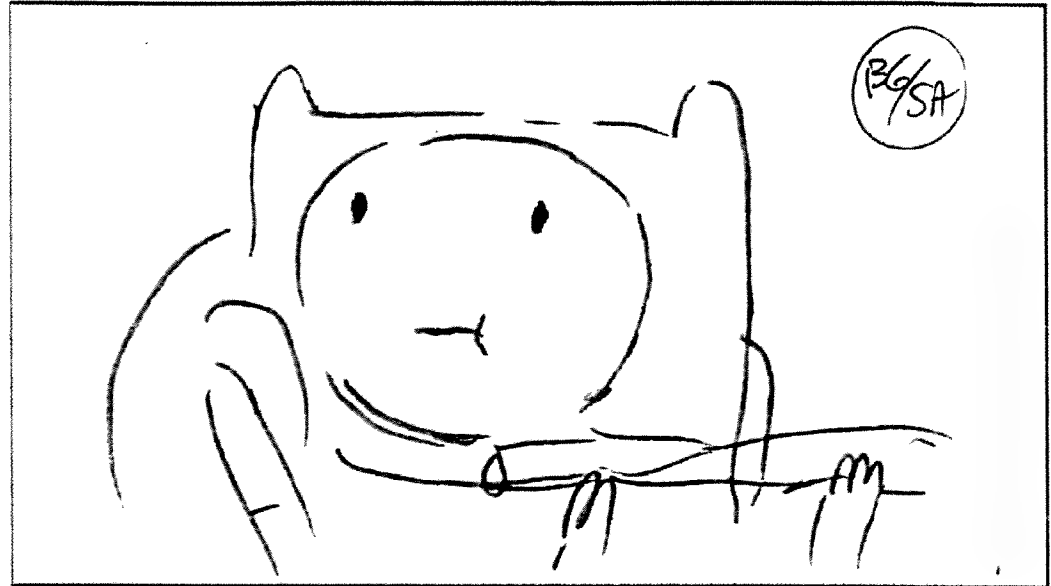


Page 108

Sc. 108 *CONT* Pnl. *B* Bg. day night



Sc. 108 *CONT* Pnl. *C* Bg. day night



Dialog:	<p><i>(PB: O.S.): Y'know I was thinking Lemonhope, →</i></p> <p><i>- Finn hears PB offscreen</i></p>
Action:	
Timing:	

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Production :

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ADVENTURE TIME



Page 109

Sc. 109

Pnl. **A**

Bg.

day night

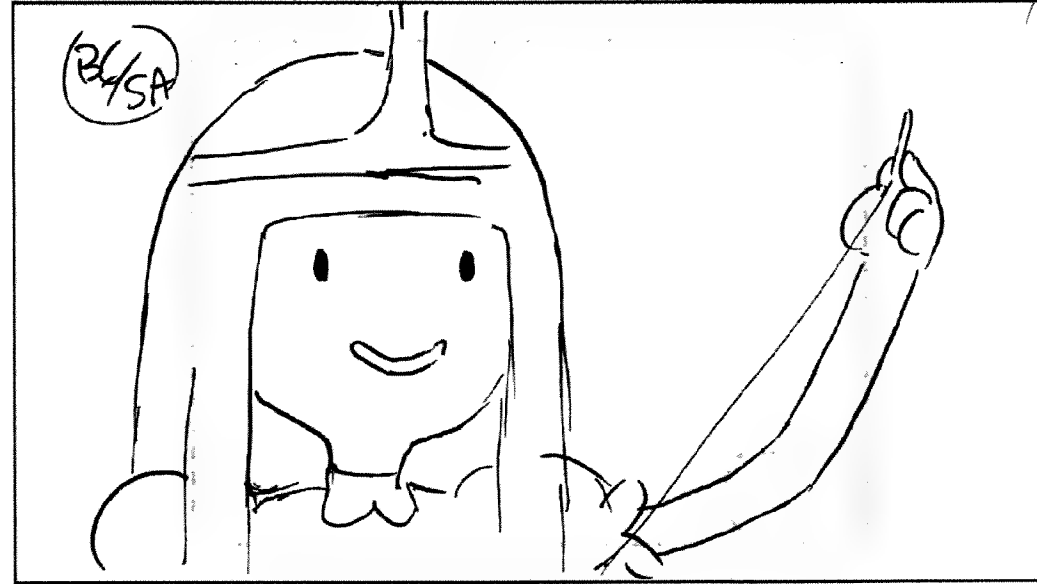
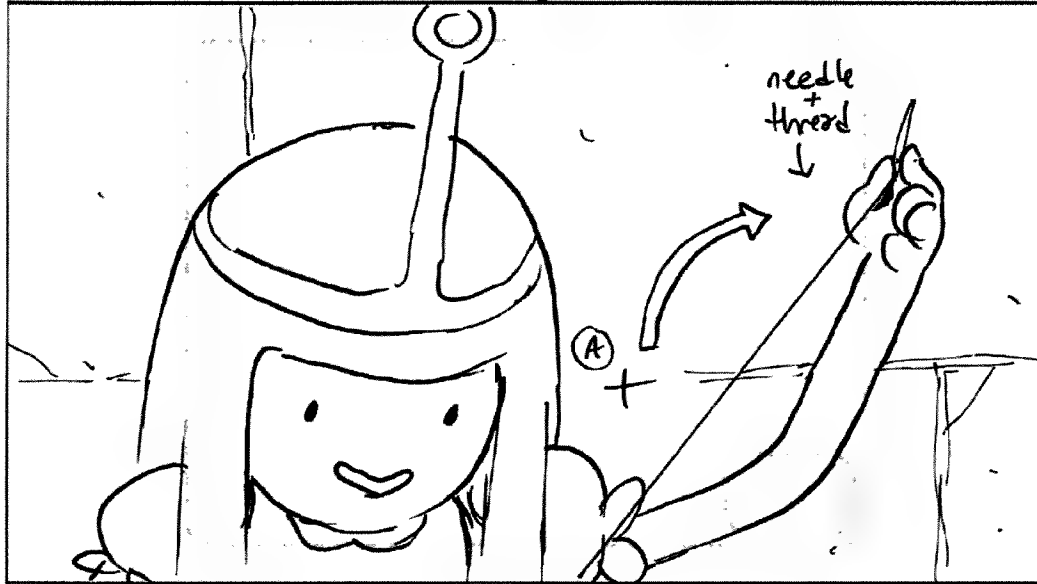
Sc. 109 *cont*

Pnl. **B**

Bg.

day night

cut



Dialog:

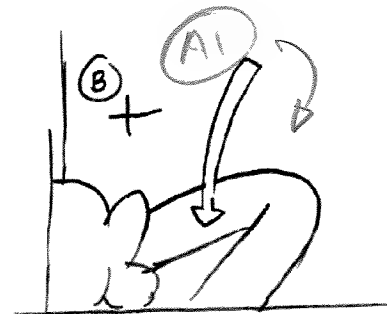
(PB:) Maybe you'd like to stay here in Lemongrab

while Lemongrab recovers.

Action: A B A B - sewing motion

- PB sews LG

Timing:



arm cycling

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EPISODE #

Production :

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1014/157

1014/157

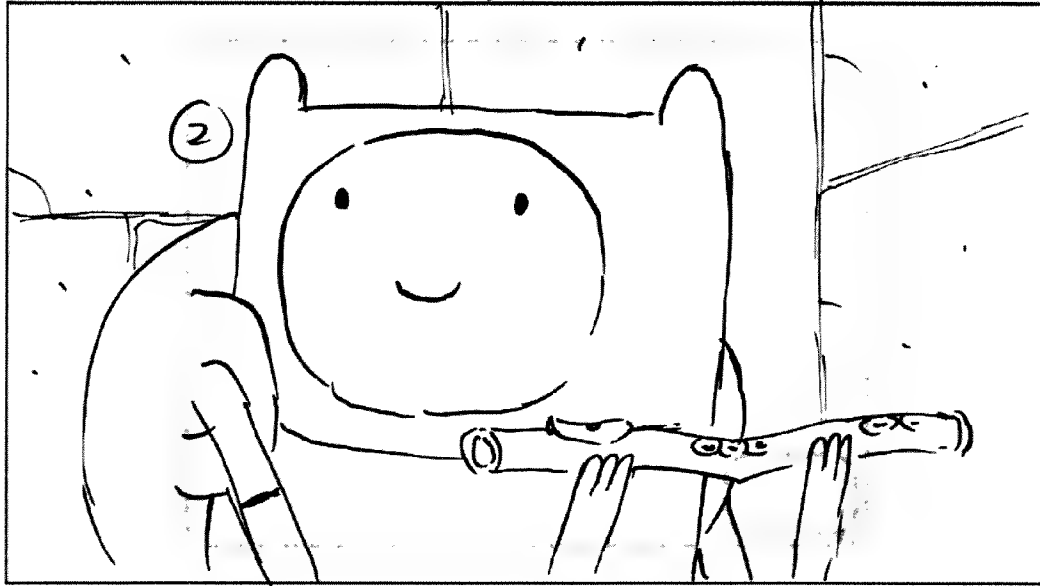
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ADVENTURE TIME

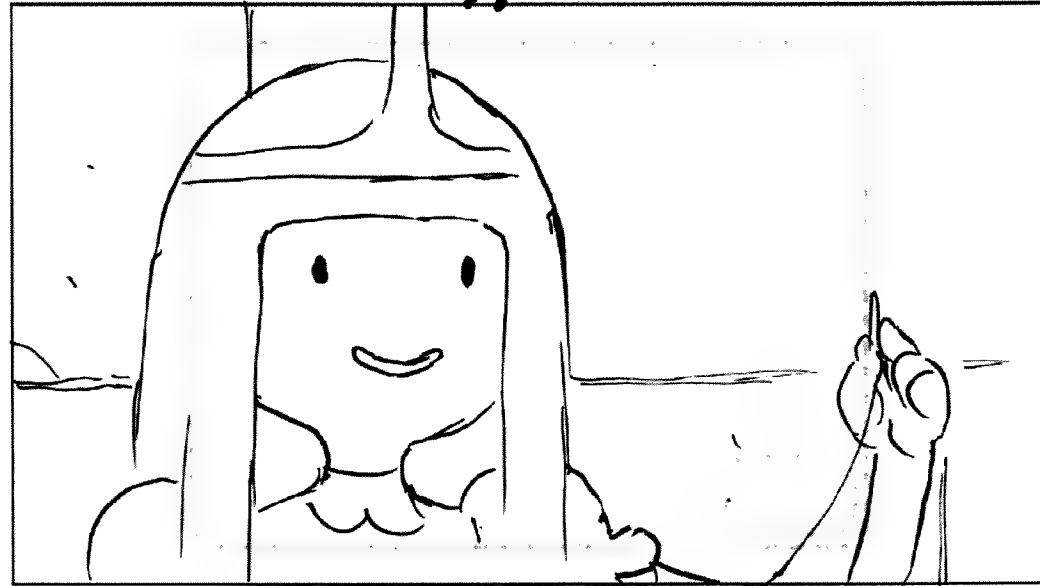


Page 110

Sc. 110 Pnl. A Bg. day night



Sc. 111 Pnl. A Bg. day night



Dialog: (PB) (O.S.) ① Every kingdom needs a champion. ② → PB and you're a true champion if I've ever seen one.

Action: ① (AI) SP - PB'S ARM STATIONARY

Timing: ① (AI) SP

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1014/157

1014/157

ADVENTURE TIME



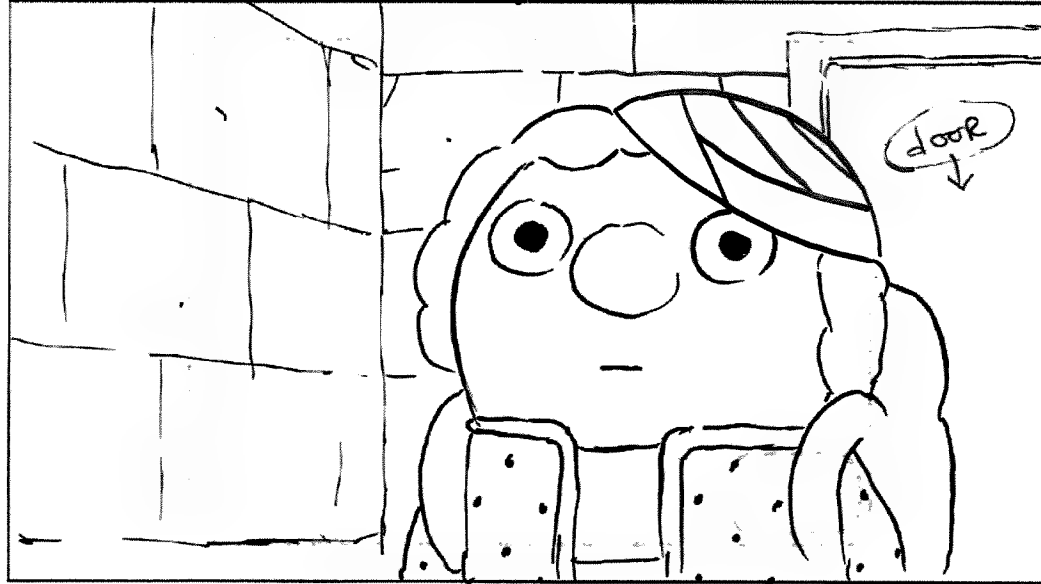
Page 111

Sc. 112

Pnl. **A**

Bg.

day night

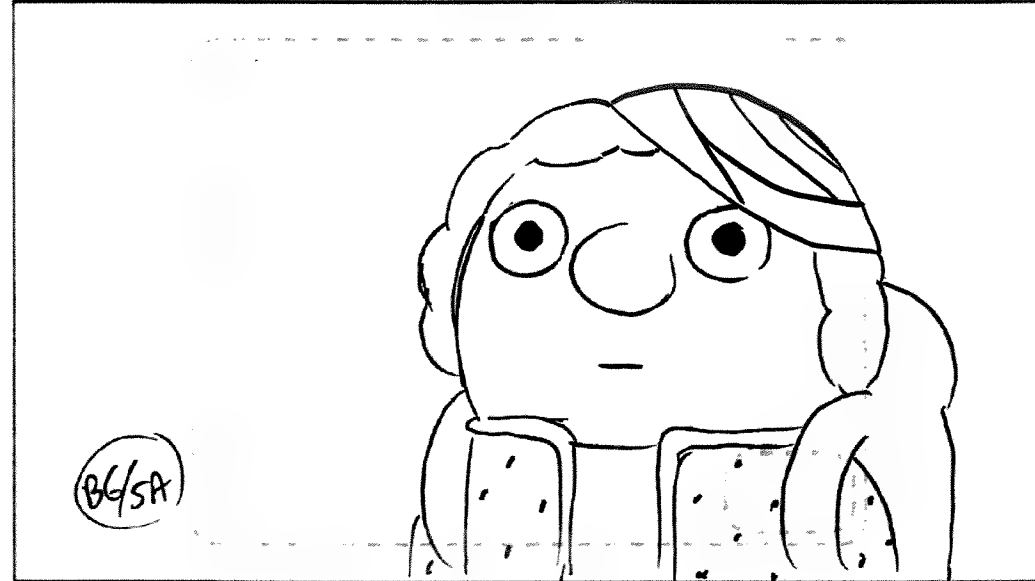


Sc. 112 **CONT**

Pnl. **B**

Bg.

day night



Dialog:

(PB) (OS):

Plus I already set up
a little room for you.

— BEAT —

Action:

Timing:

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Production :

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1014/157

1014/157

ADVENTURE TIME



Page 112

Sc. 112 *cont* Pnl. *C* Bg.

day night

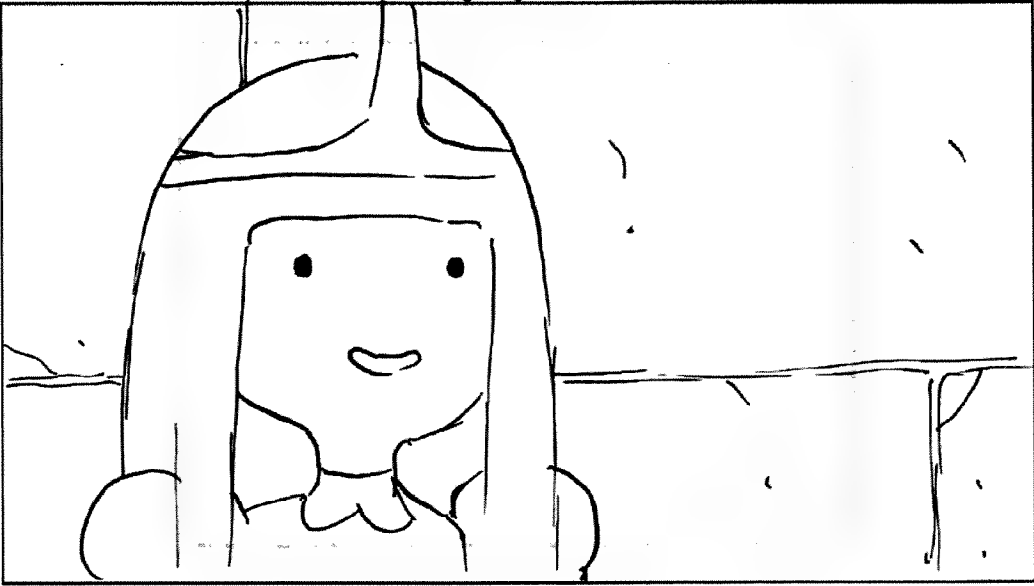


Sc. 113

Pnl. *A*

Bg.

day night



Dialog:

(LH:) Is he gonna stay like that?

(PB) Like what?

Action:

Timing:

AUG 02 2013

EPISODE #

Production :

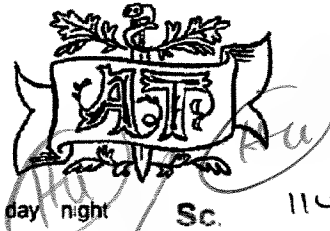
014-157

1014/157

1014/157

1014/157

ADVENTURE TIME

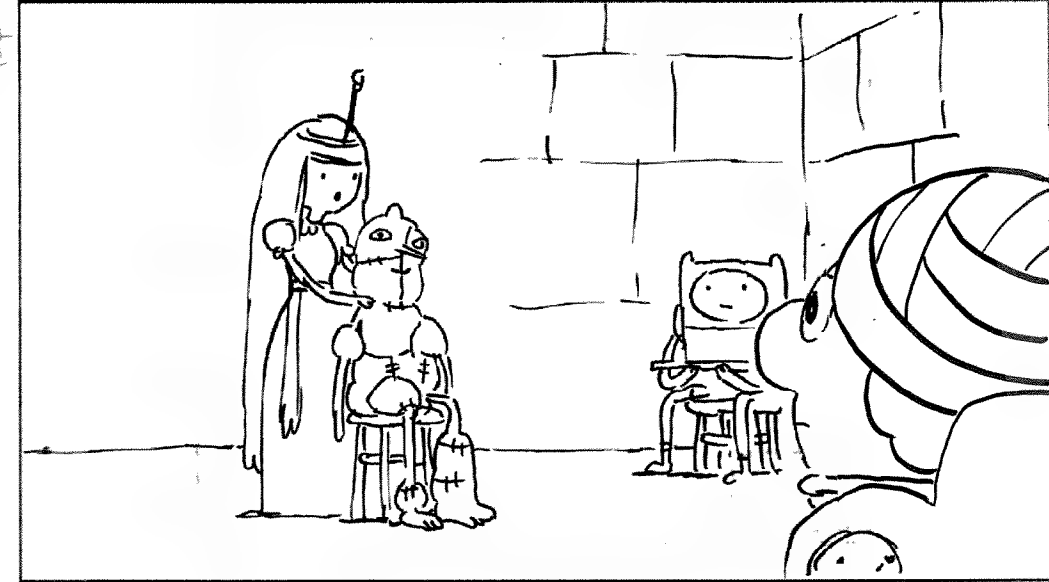


Page 113

Sc. 113 *cont* Pnl. *B* Bg.



Sc. 114 Pnl. *A* Bg.

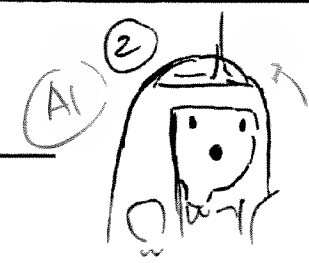


Dialog: (PB) ① Oh,
② no no no no no-

Action: -PB LOOKS DOWN

Timing:

could be cool if ~~the~~ Lemonwhite has grown pale from being in the stomach so long - then the Frankenstein version will look even more patchwork



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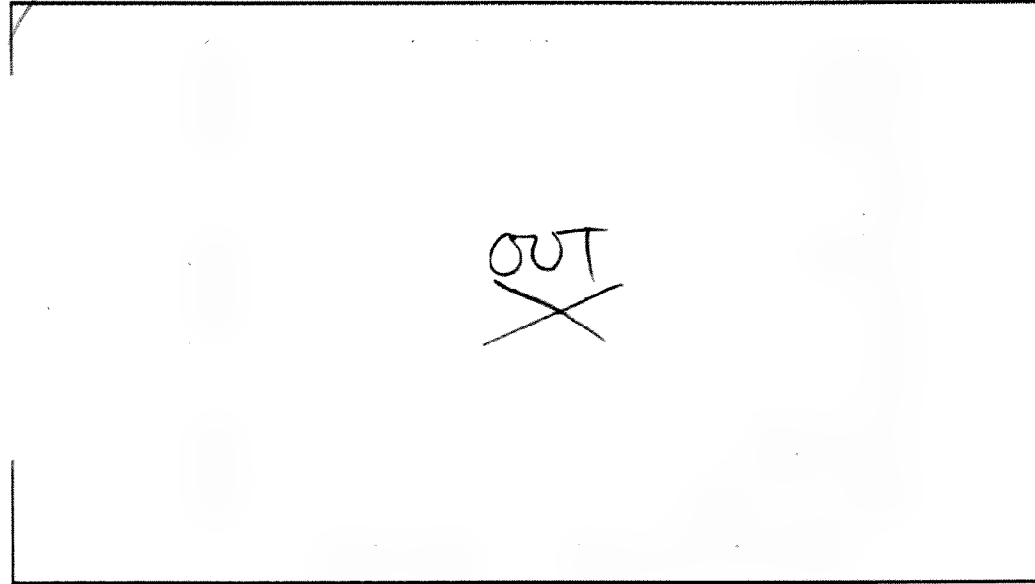
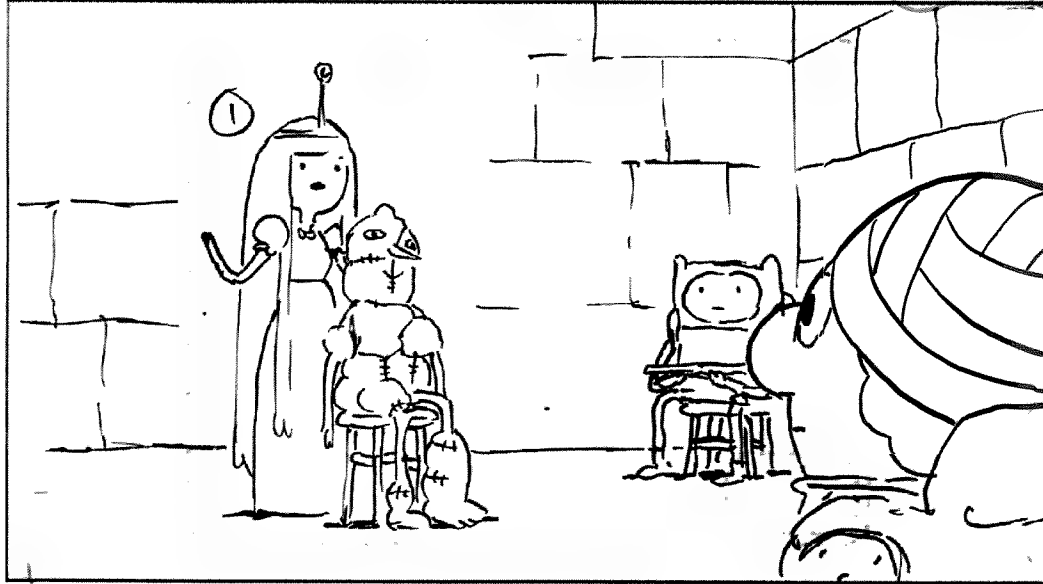
1014/157

ADVENTURE TIME



Page 114

Sc. 114 *cont* Pnl. B Bg. day night Sc. Pnl. Bg. day night



Dialog: (PB) ① once his brains and bodies reknit ② he should be back to his lonely old self.

Action: 

Timing: AUG 02 2013

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1014/157

ADVENTURE TIME

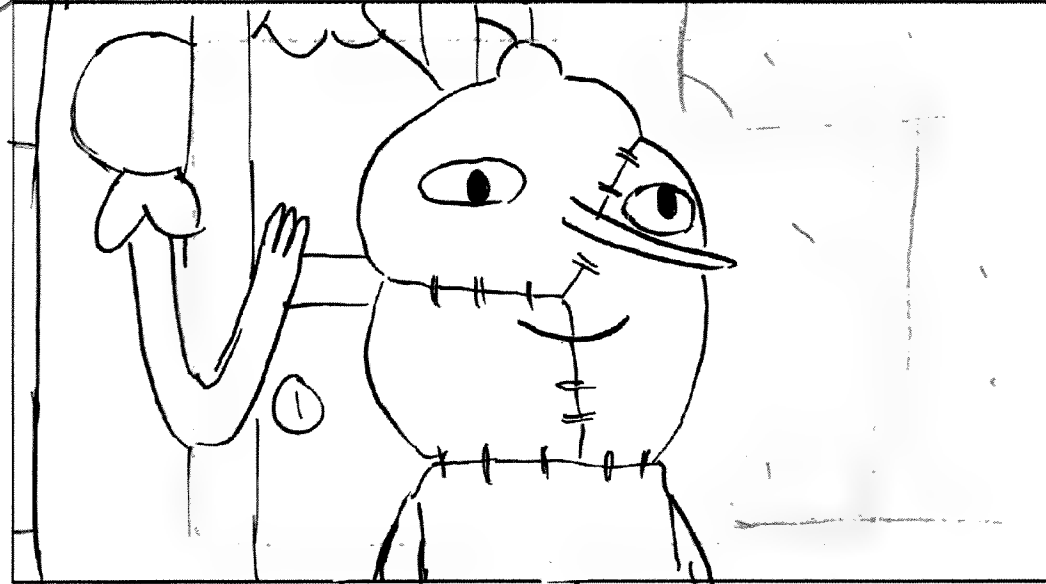


Sc. 115

Pnl. A

Bg.

day night



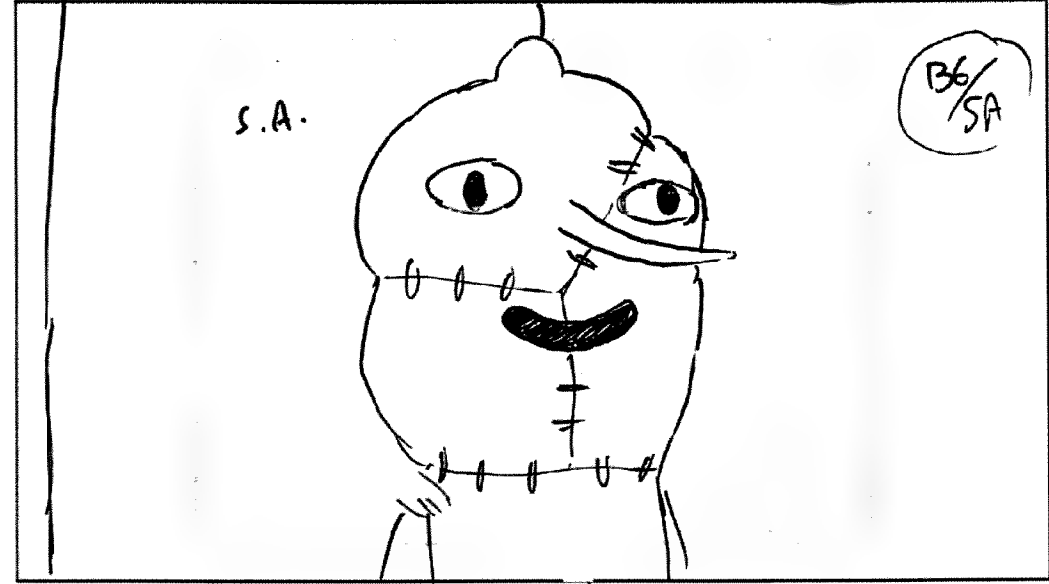
Sc. 115

cont

Pnl. B

Bg.

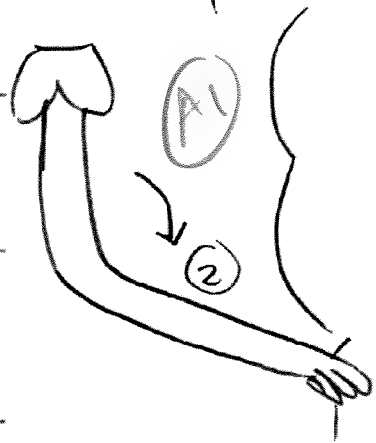
Page 115
day night



Dialog: (PP) (OS) which seems to be his only stable relationship model.

Action:

Timing:



(LG:) ♪ meeee! ♪

AUG 02 2015

2014-15

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Production :

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ADVENTURE TIME



Sc. *116*

116

Pnl. *A*

A

Bg.

day night

Sc.

117

Pnl. *A*

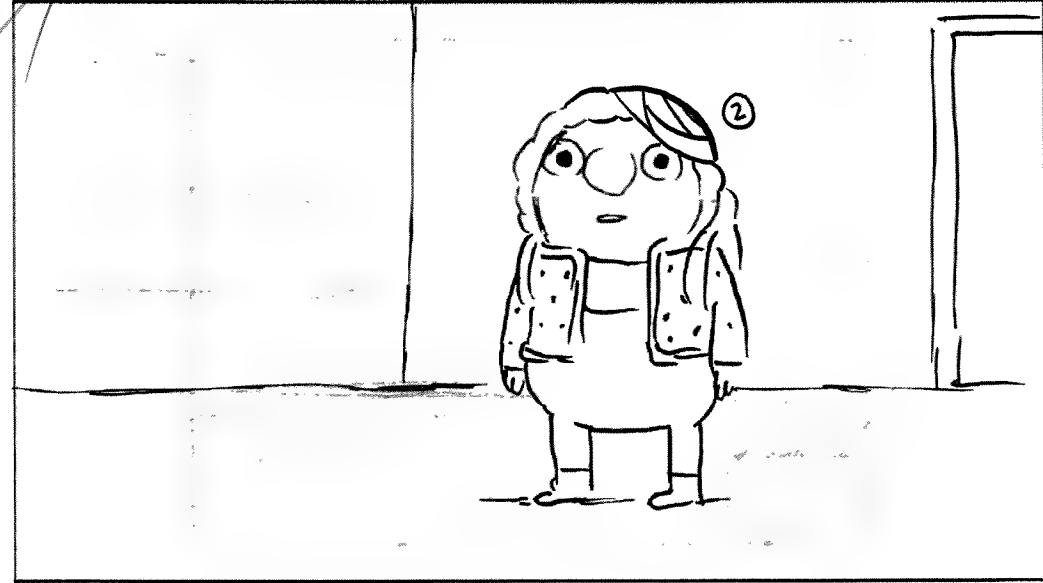
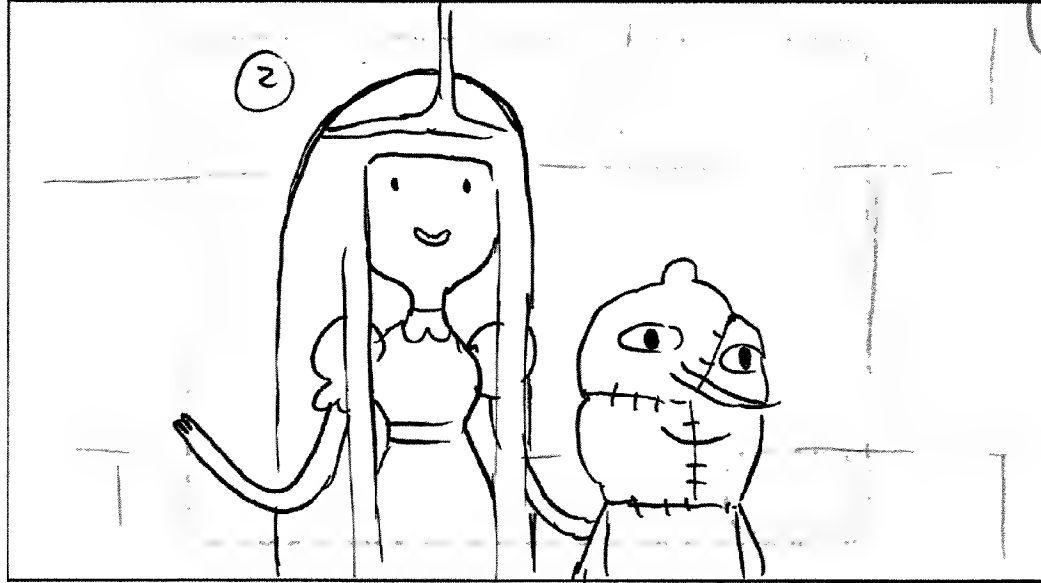
A

Bg.

Page *116*

day night

cut

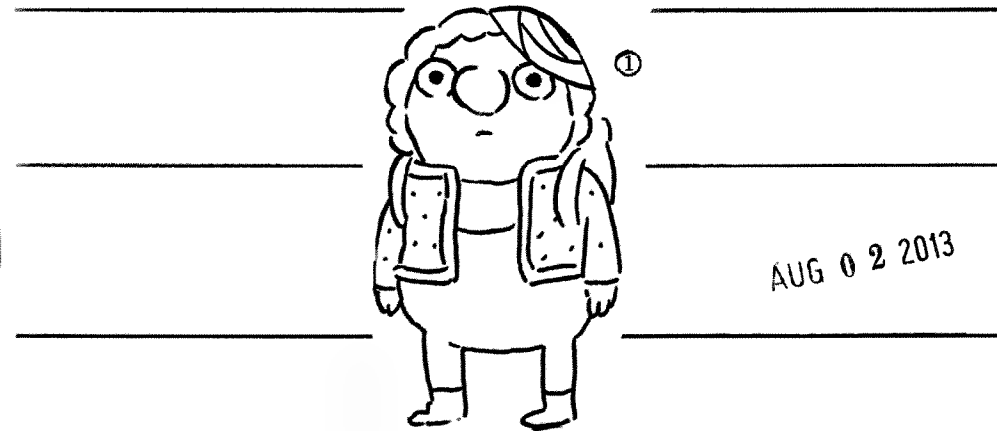


Dialog: *(PB)* ① So will you stay, Lemonhope, and help your people once more?

(LH) Nah, that's okay.

Action:

Timing:



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EPISODE #

Production :

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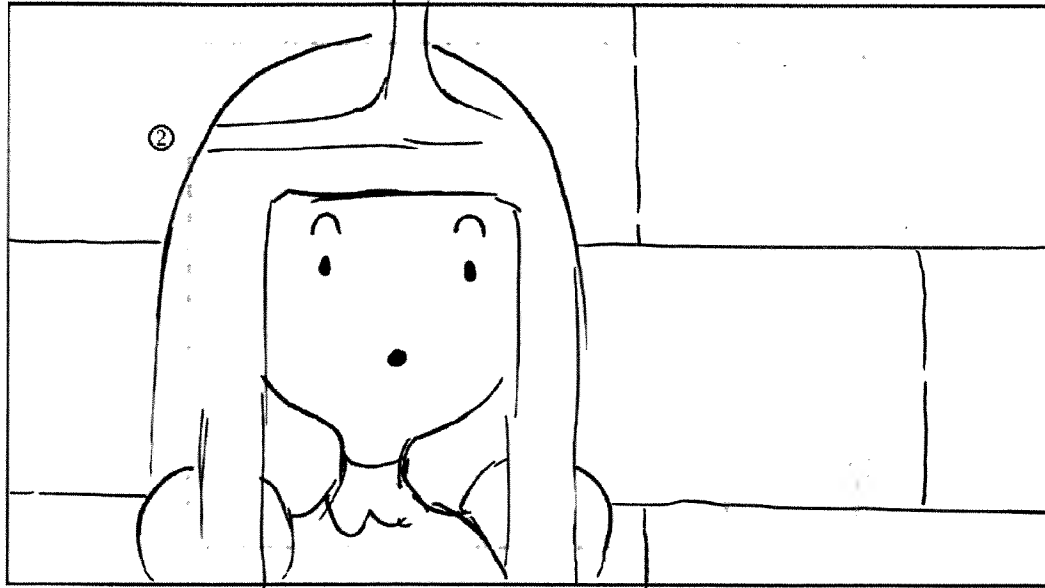
1014/157

ADVENTURE TIME

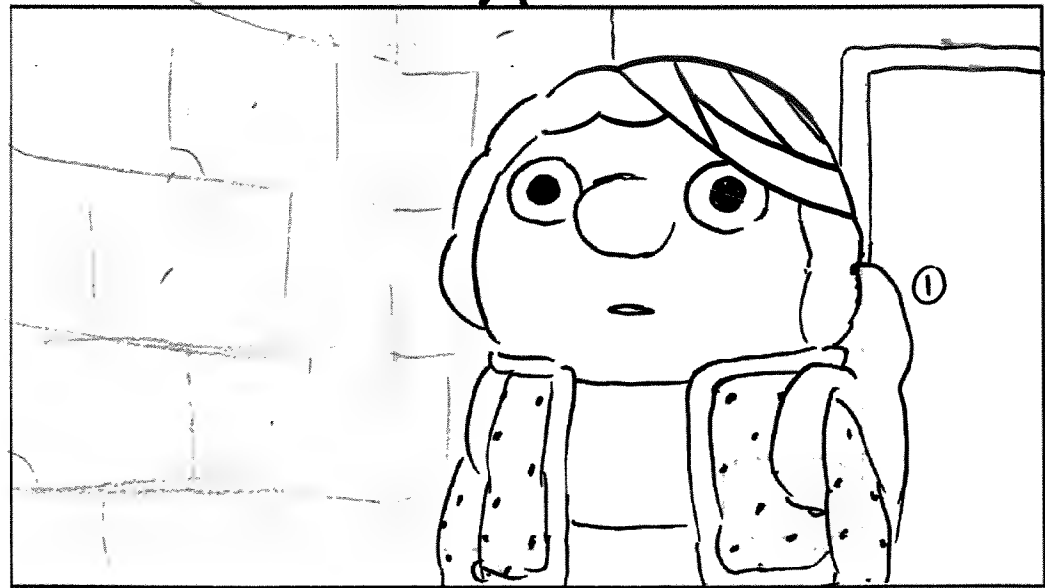


Page 117

Sc. 118 Pnl. A Bg. day night



Sc. 119 Pnl. A Bg. day night



cut

014-15

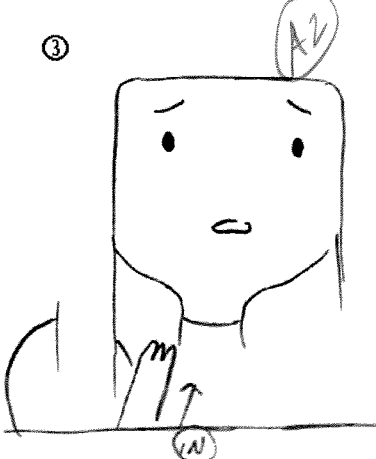
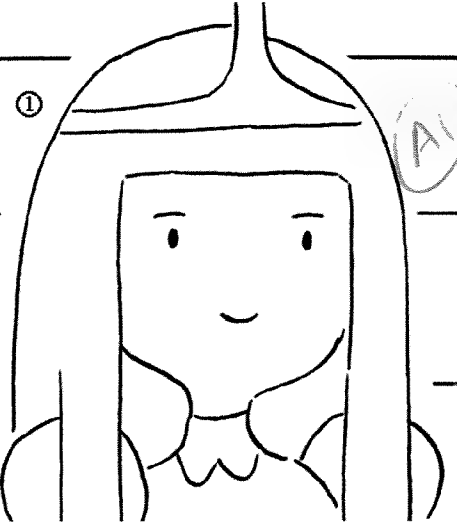
EPISODE #

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Dialog: (PB) ① Oh...
② but I thought...

Action: ①

Timing:



LH: ① I MEAN, YOU GUYS ARE COOL 'N ALL, BUT ② I MOSTLY CAME BACK HERE SO I COULD STOP ③ THINKING ABOUT Y'ALL ALL THE ④ TIME.



AUG 02 2013

ADVENTURE TIME



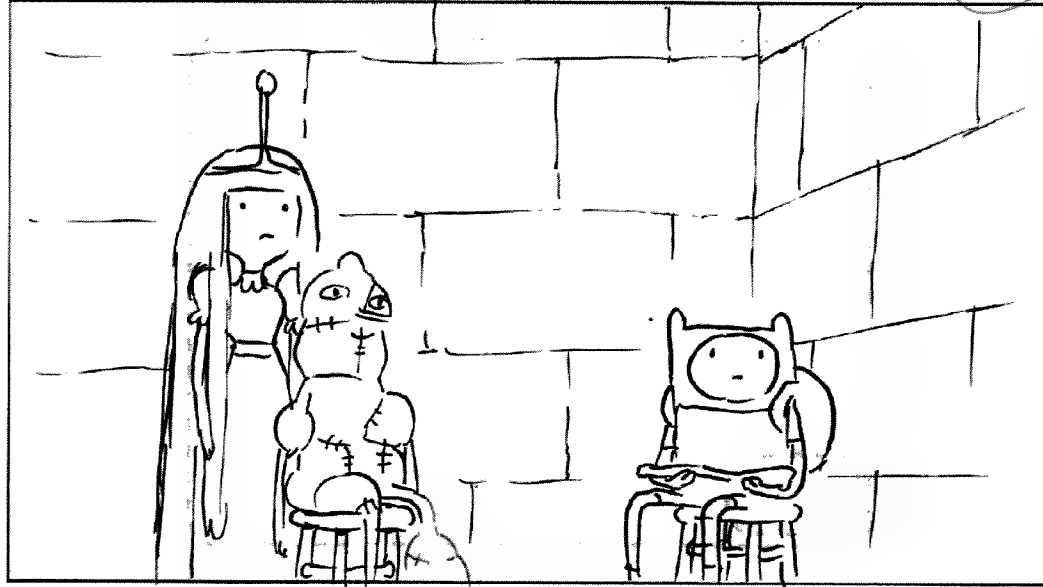
Page 118

Sc. 120

Pnl. A

Bg.

day night

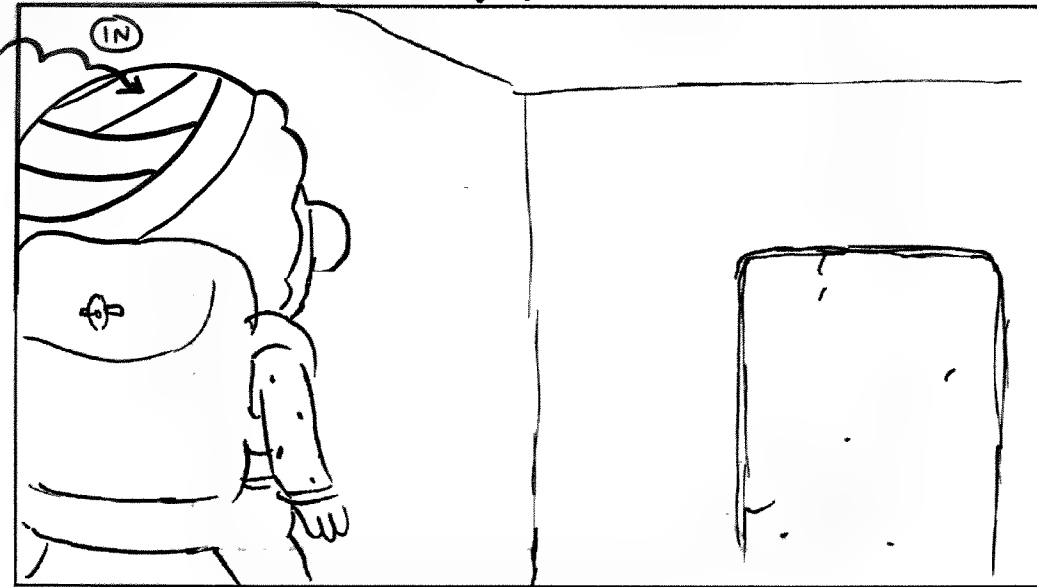


Sc. 121

Pnl. A

Bg.

day night



Dialog:

(LH) (OS) I'll be back when
I'm tired of being free...



(LH:) See you in a thousand years I guess,

Action:

- LH WALKS ON/S.

Timing:

AUG 02 2013

EPISODE #

Production :

1014-157

1014/157

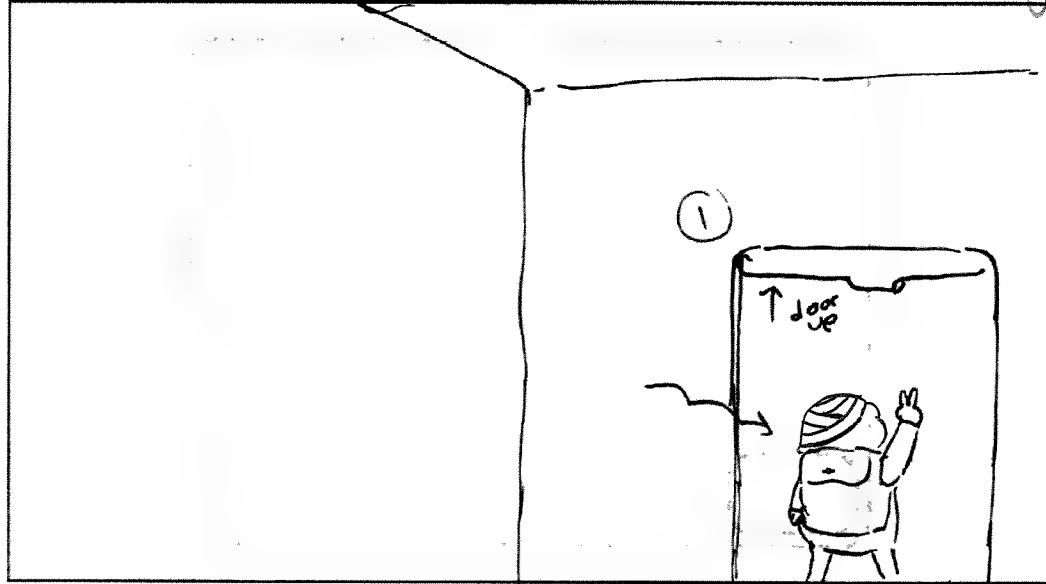
1014/157

ADVENTURE TIME

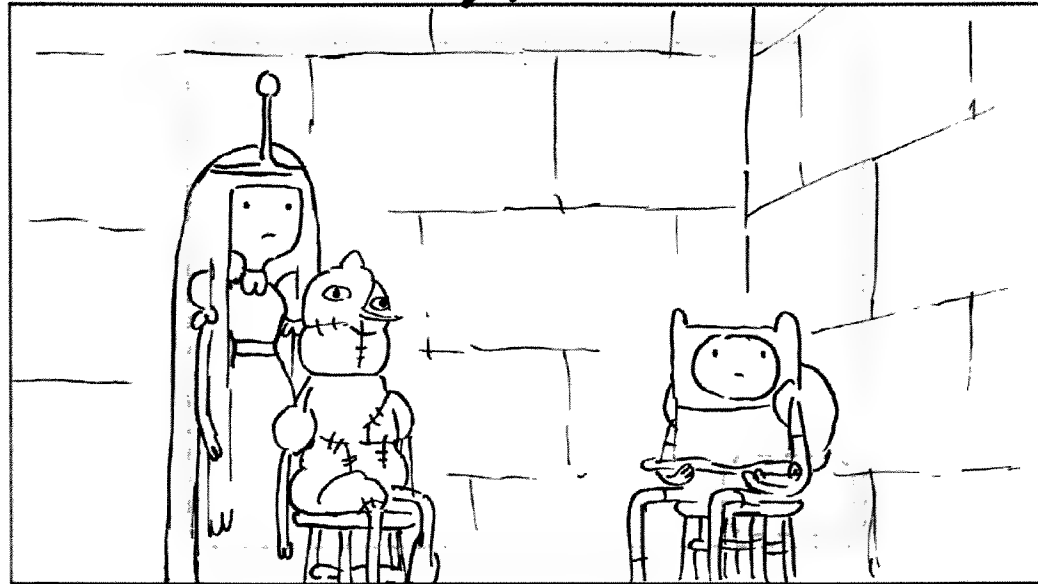


Page 119

Sc. 121 *CONT* Pnl. *B* Bg. day night



Sc. 122 Pnl. *A* Bg. day night



Dialog:

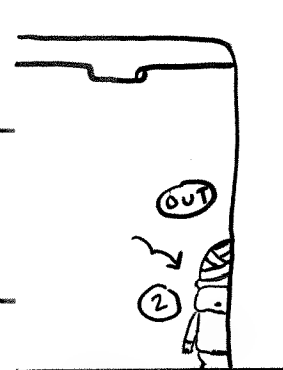
(LH:) Peace.

SFX: * footsteps footsteps *
* door close *

Action:

- LH flashes peace sign as he walks out

Timing:



(B1)

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EPISODE #

Production :

1014-157

1014/157

1014/157

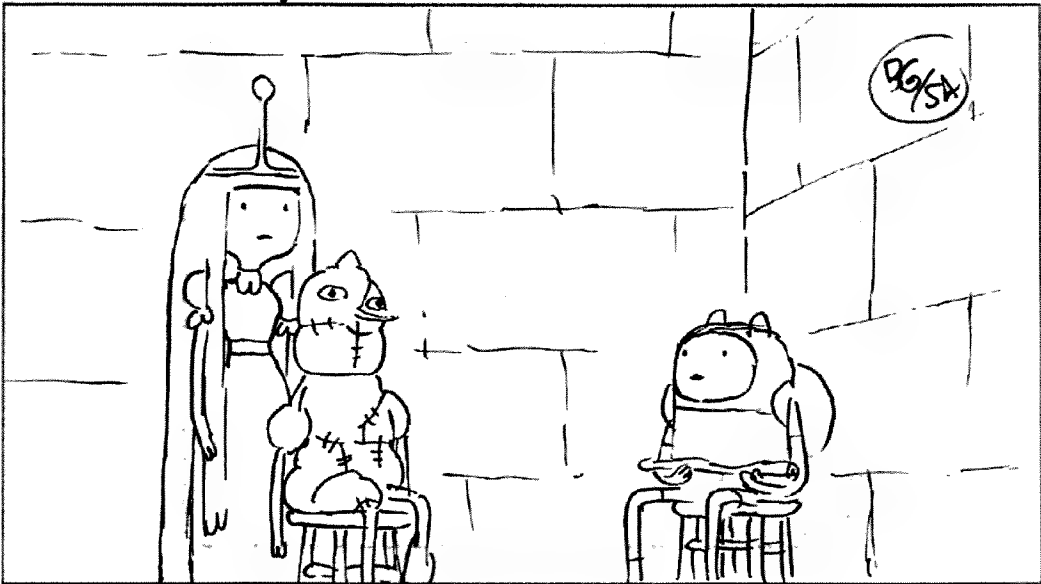
1014/157

ADVENTURE TIME

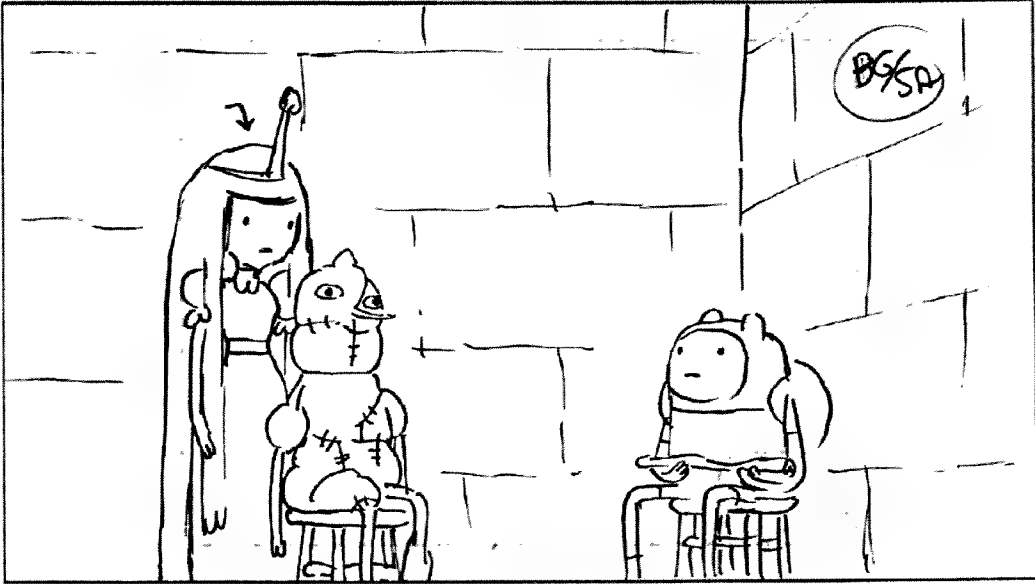


Page 120

Sc. 122 *CONT* Pnl. B Bg. day night



Sc. 122 *CONT* Pnl. C Bg. day night



Dialog:

(FINN) Wow I really thought
he was gonna stay.

(PB:) me too...

Action:

Timing:

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EPISODE #

Production :

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1014/157

1014/157

ADVENTURE TIME



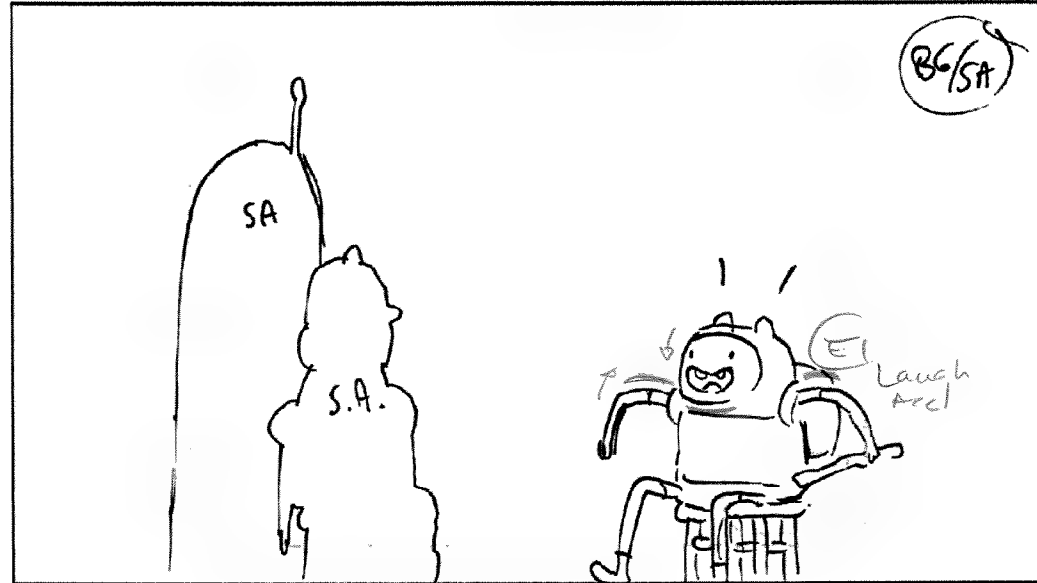
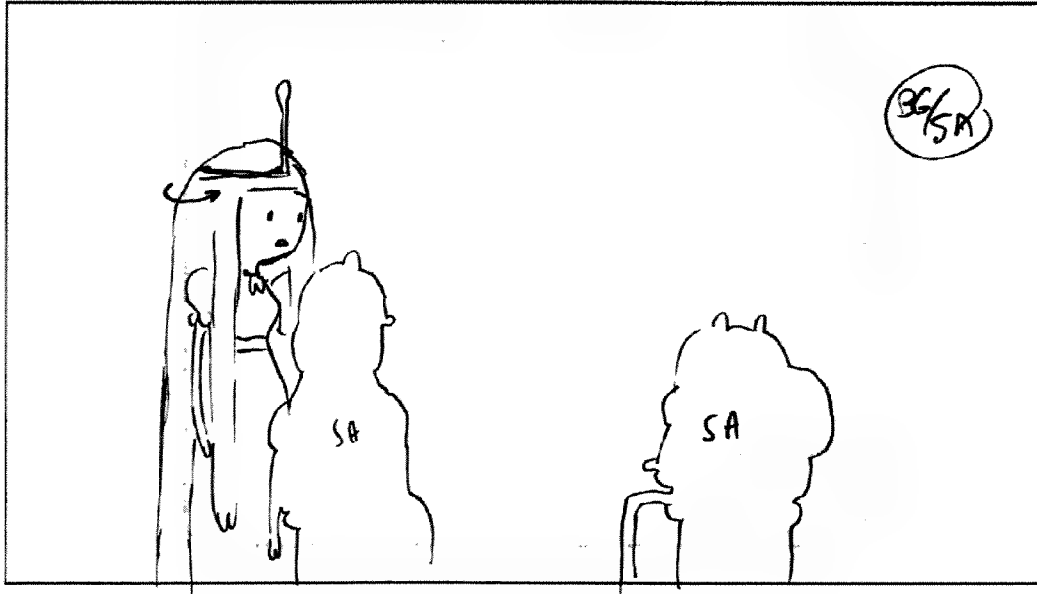
Page 121

Sc. 122 *cont* Pnl. *D* Bg.

day night

Sc. 122 *cont* Pnl. *E* Bg.

day night



Dialog:

PB: I even wrote a song about it...

FINN: Ha ha ha ha ha ha!!

Action:

Timing:

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1014/157

ADVENTURE TIME



Page 122

Sc. 122 *CONT* Pnl. *F*

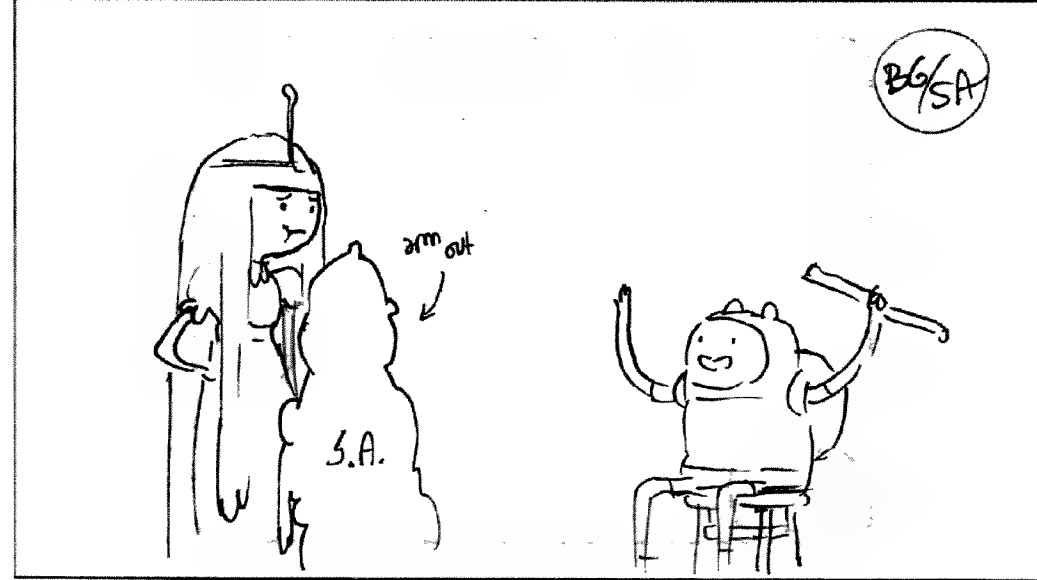
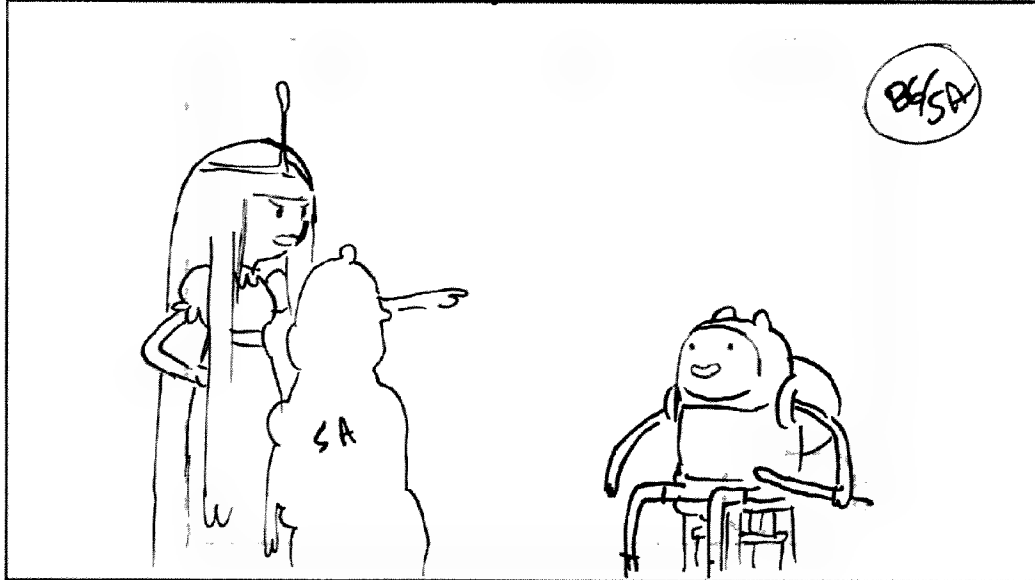
Bg.

day night

Sc. 122 *CONT* Pnl. *G*

Bg.

day night



Dialog:

(PB) Hey - don't laugh!

(F:) Lemme hear it!

Action:

Timing:

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EPISODE #

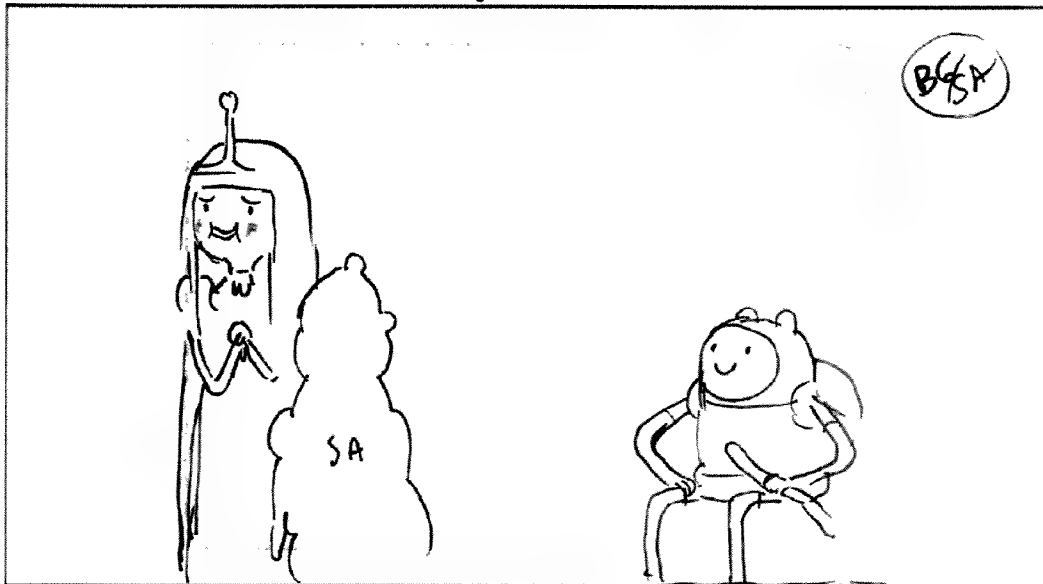
Production :

ADVENTURE TIME

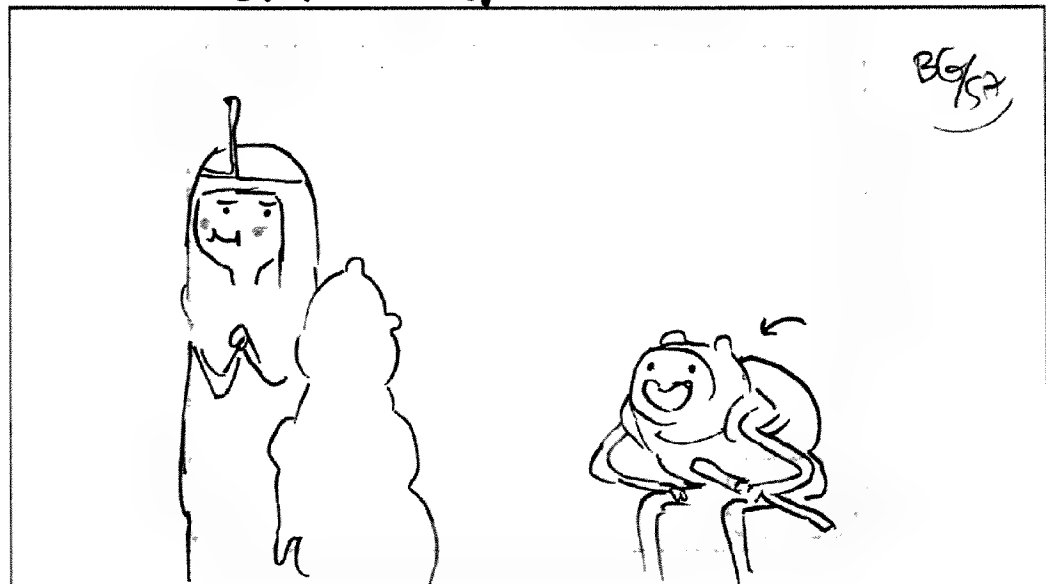


Page 123

Sc. 122 *cont* Pnl. *H* Bg. day night



Sc. 122 *cont* Pnl. *F* Bg. day night



Dialog:
 (PA) no - it's terrible
 (getting lighthearted)

(F:) C'MON!

Action:

Timing:

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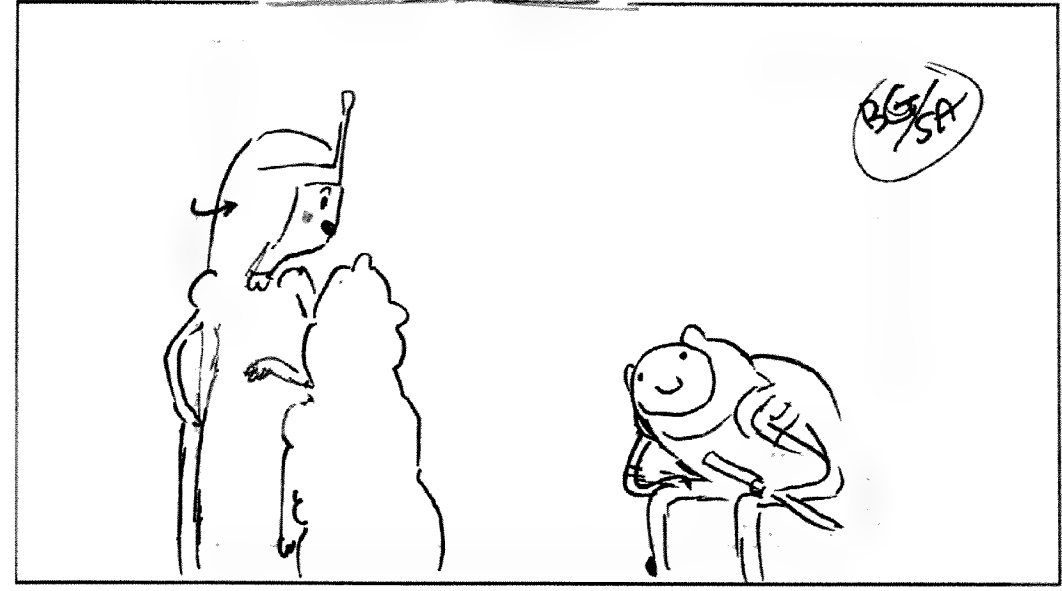
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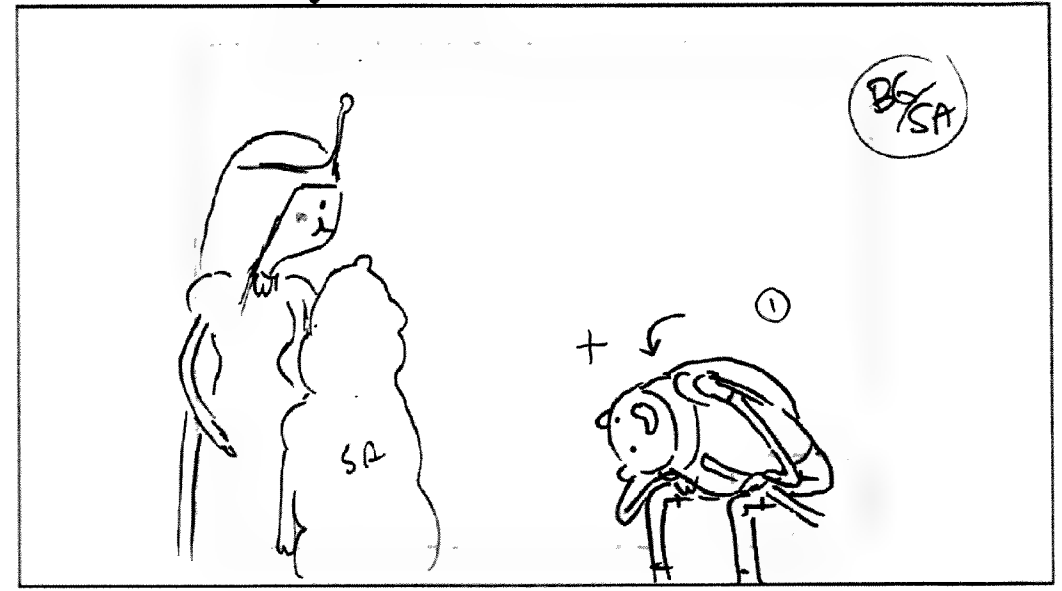
ADVENTURE TIME



Sc. 122 *cont* J Bg. day night



Sc. 122 *cont* Pnl. K Bg. day night



Dialog: (PB) (good natured) NO!
(FINN) C'mon, do it do it do it do it do it →

Action:

Timing:



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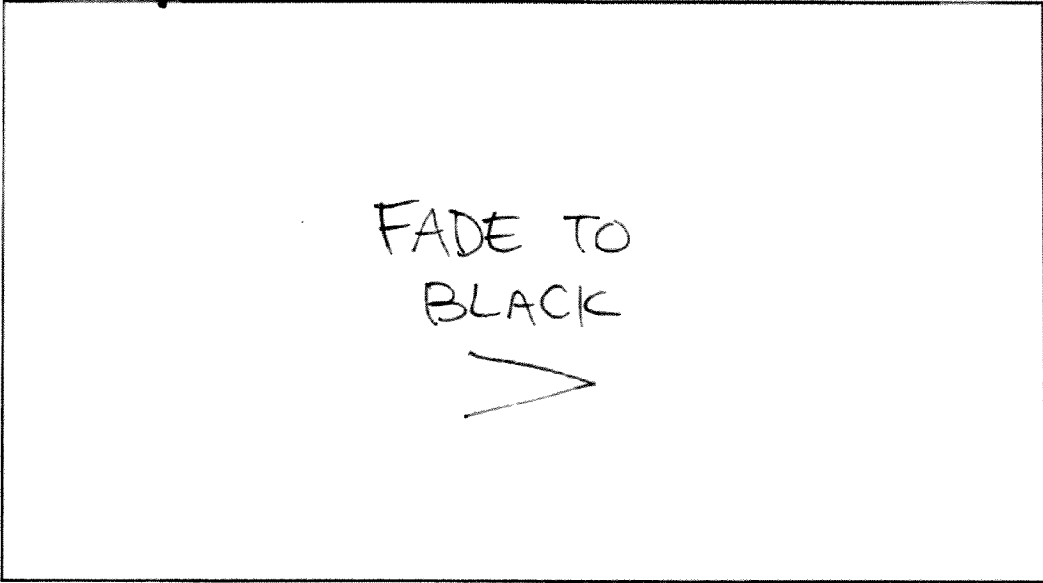
1014/157

ADVENTURE TIME

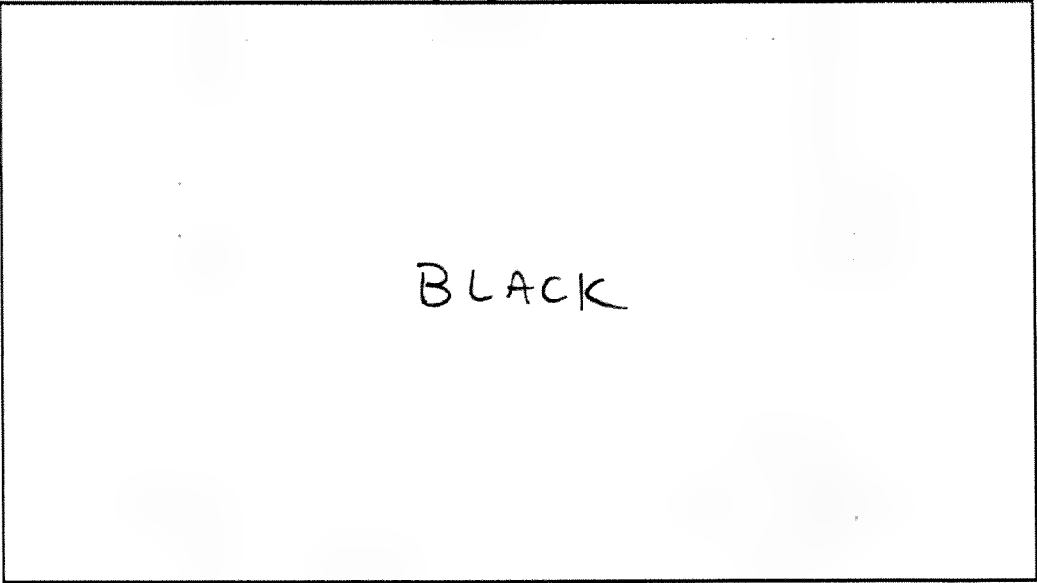


Page 129

Sc. *PB cont* Pnl. *L* Bg. day night



Sc. *122 cont* Pnl. *M* Bg. day night



Dialog:	<i>(FINN) (cont.) → do it do it do it do it do it do it - (interrupted) (PB) (good natured) Okay! Okay!</i>
Action:	
Timing:	

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Production :

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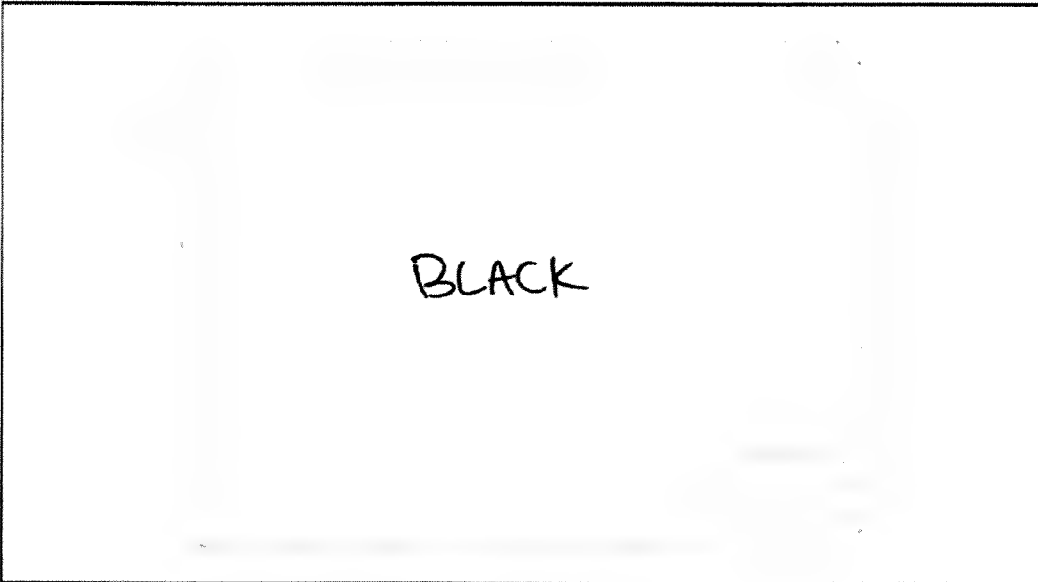
1014/157

ADVENTURE TIME

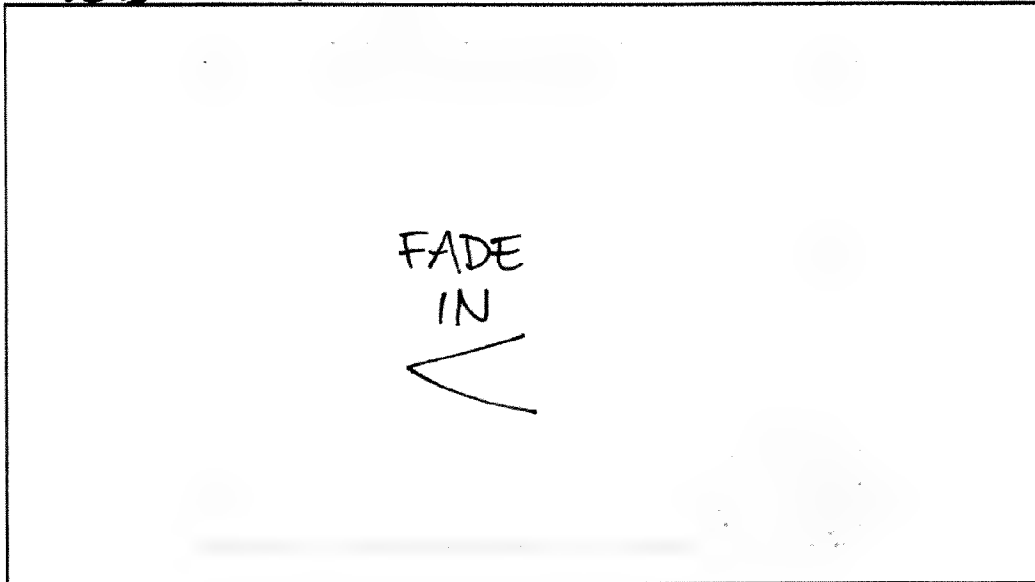


Page 126

Sc. 122 CONT Pnl. N Bg. day night



Sc. 122 CONT Pnl. Bg. day night



Dialog:

- BEAT -

Action:

Timing:

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EPISODE #

Production :

1014-05

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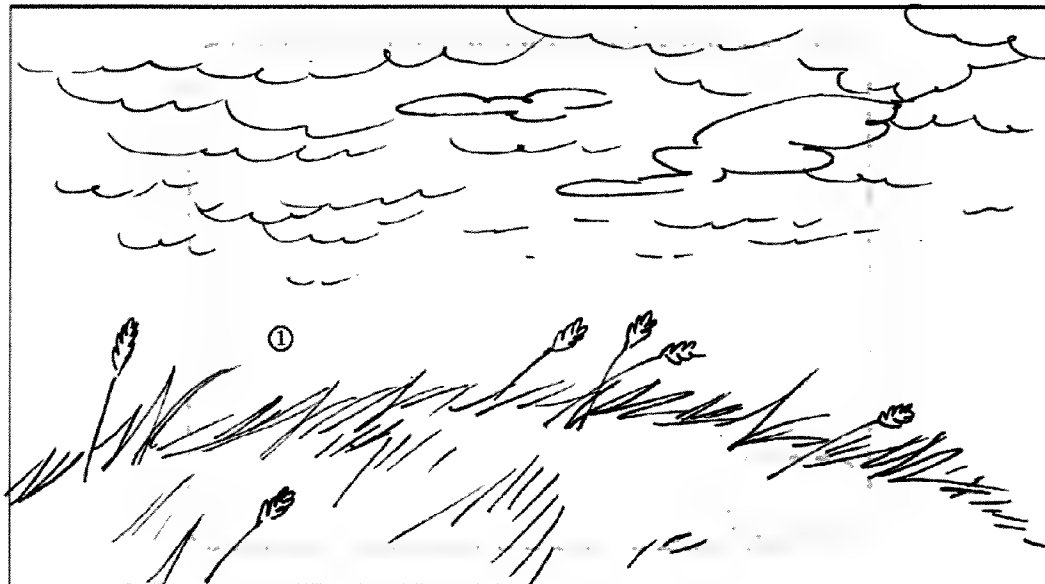
1014/157

ADVENTURE TIME

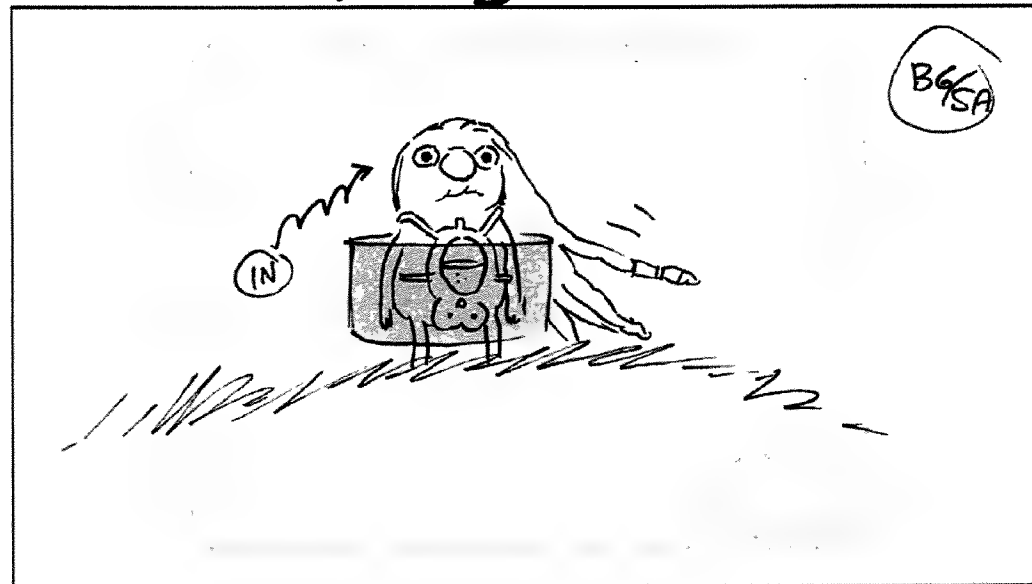


Page 127

Sc. 123 Pnl. A Bg. day night



Sc. 123 ~~cont~~ Pnl. B Bg. day night

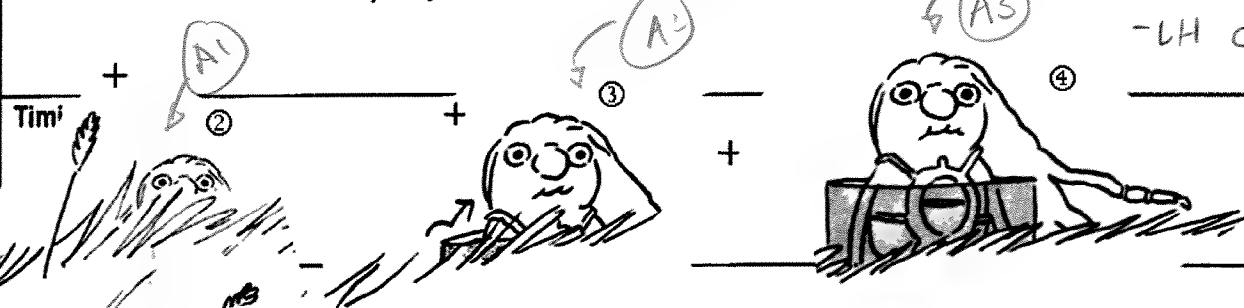


Dialog:

PRINCESS BUBBLEGUM: (O.S.): ♪ Young Lemonhope, ♪
[maybe put a bunch of reverb on it? stretch it out?]

Action: - wind blows, grass sways in breeze

- LH'S Dreadlocks blow in breeze
- LH CRESTS HILL.



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ADVENTURE TIME



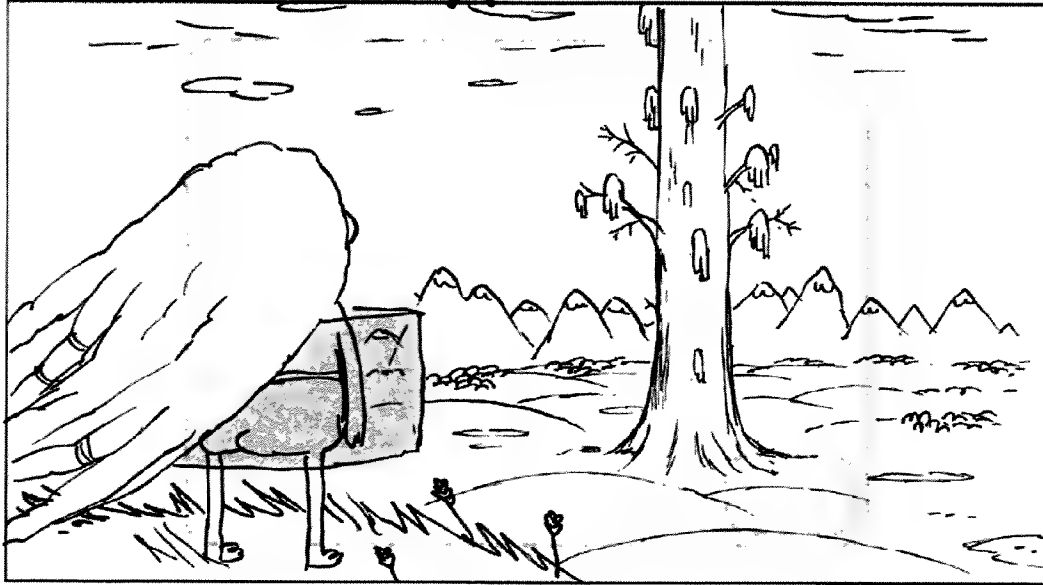
Page 128

Sc. 124

Pnl. **A**

Bg.

day night

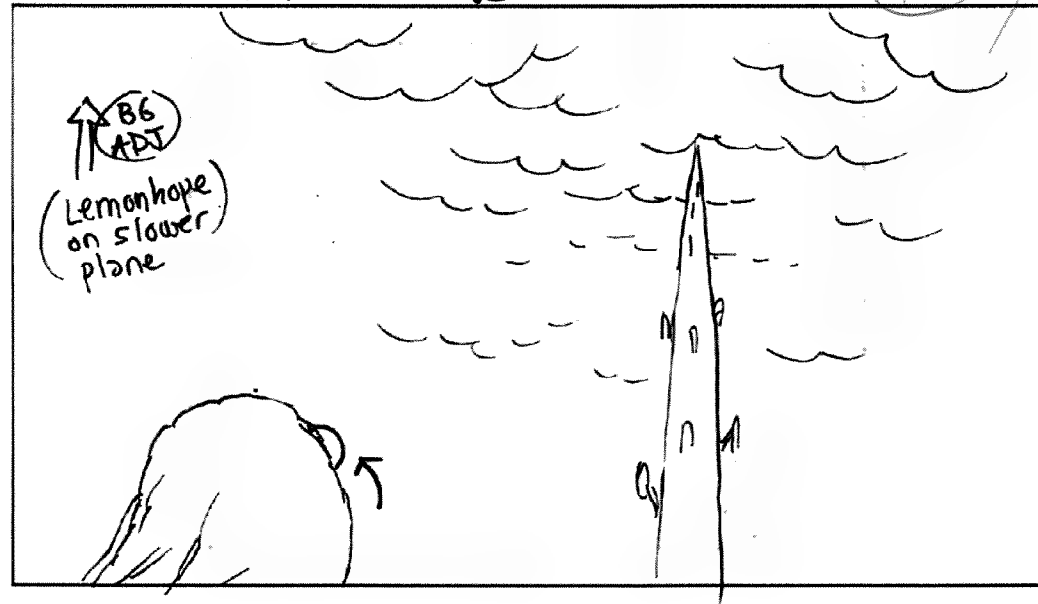


Sc. 124 **cont**

Pnl. **B**

Bg.

day night



Dialog:

(PB) (OS) (cont.)



Born from candy and glue,



Action:

- SITE OF FINN & JAKE'S TREEHOUSE

- tree disappears into the clouds

- lemonhope looks up at tree top

Timing:

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EPISODE #

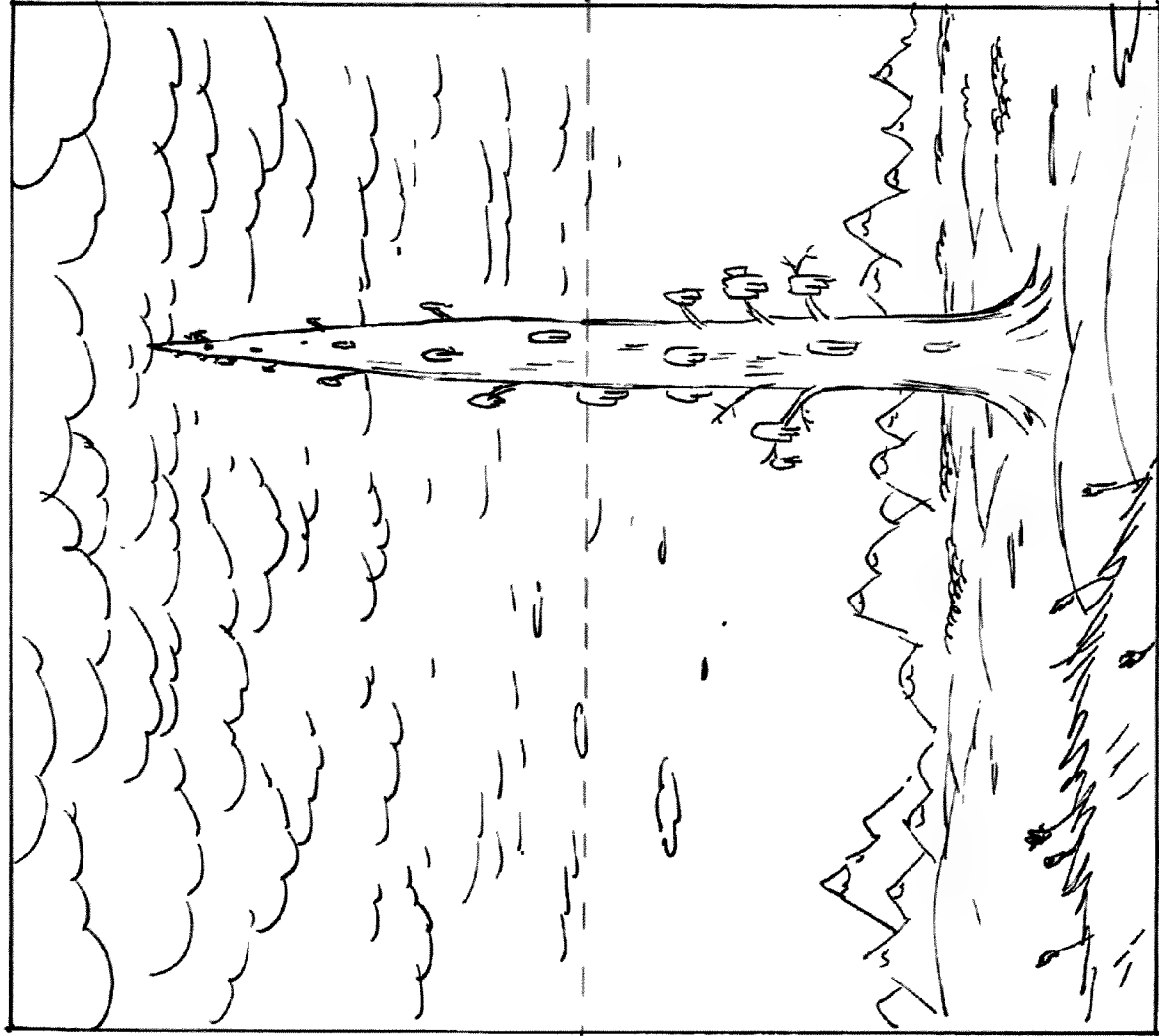
Production :

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1014/157

1014/157

BACKGROUND



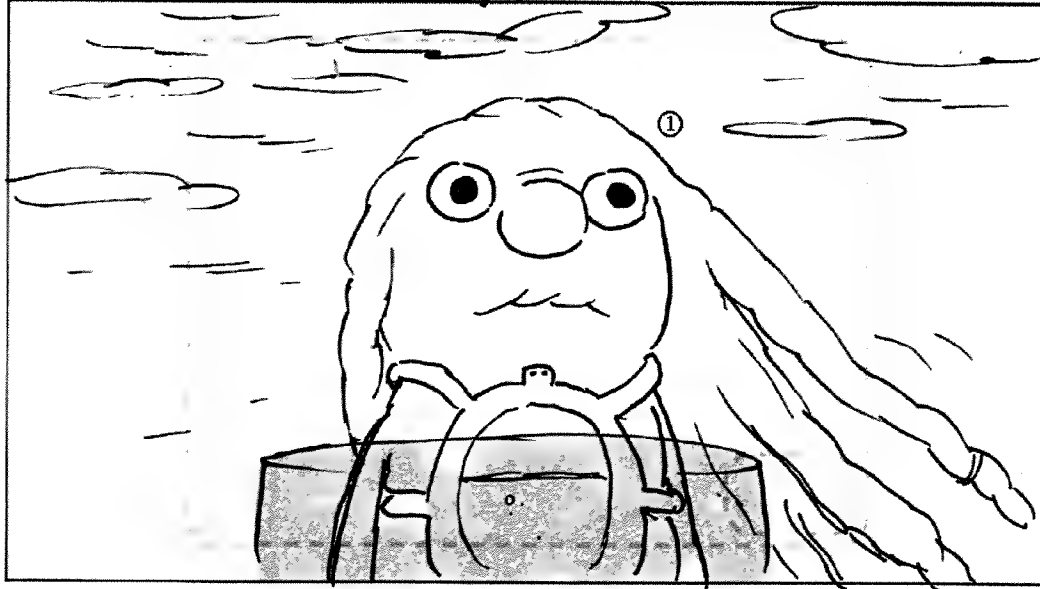
perspective
shift
halfway
up

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day night



PB: OS cont: 17



- LH WALKS OFF/S DOWN HILL.



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ADVENTURE TIME



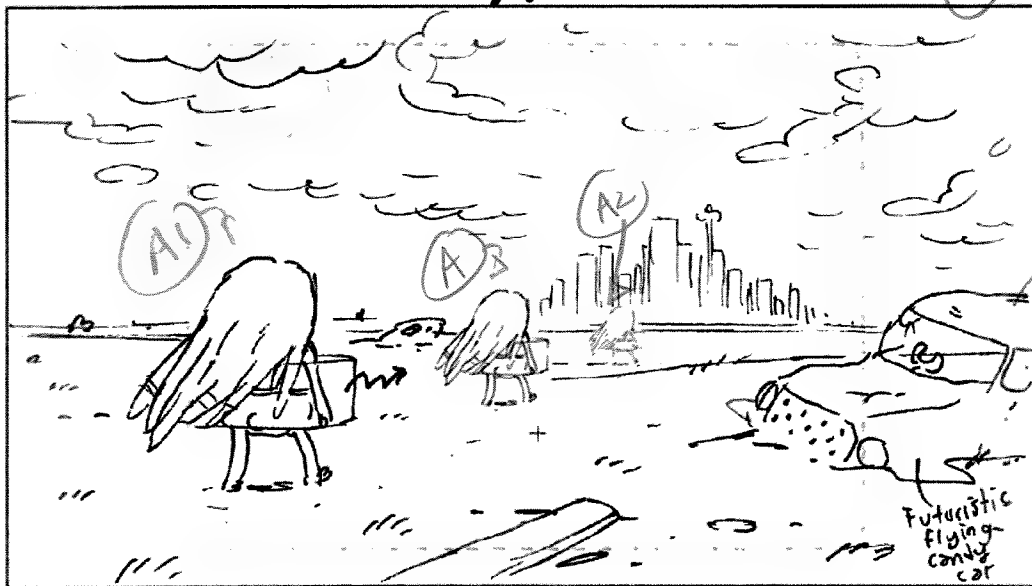
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Sc. 126

Pnl. A

Bg.

day night

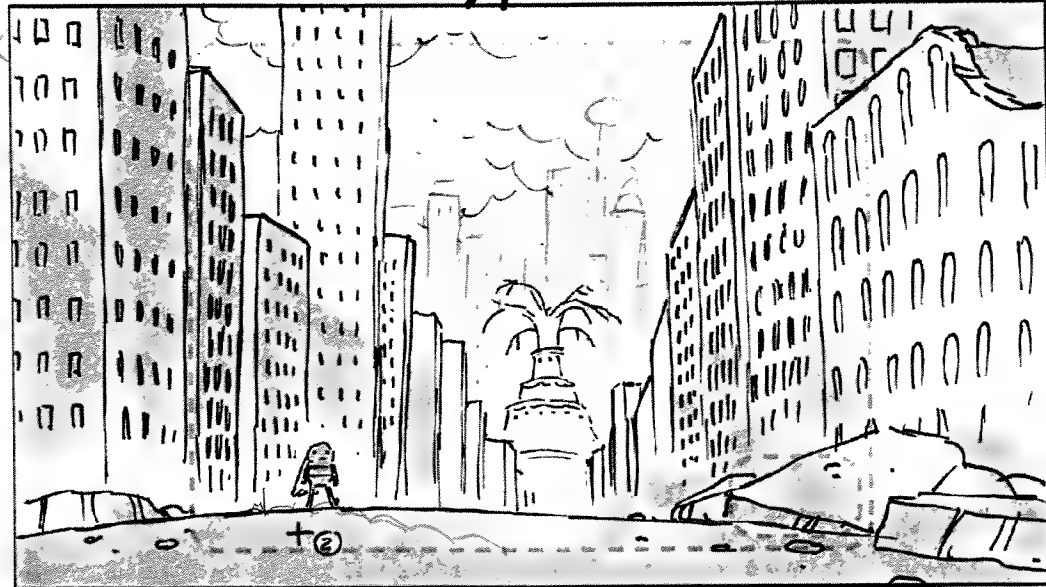


Sc. 127

Pnl. A

Bg.

day night



Dialog:



PB (os): and ugliness too. Poor Lemon Hope.

futuristic flying
candy cars



PB (os) (cont.):

I found you in the dark,

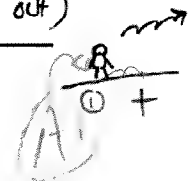


Action:

- SITE OF CANDY KINGDOM

- Tree is dead on castle top
- city is abandoned (not bombed out)

Timing:



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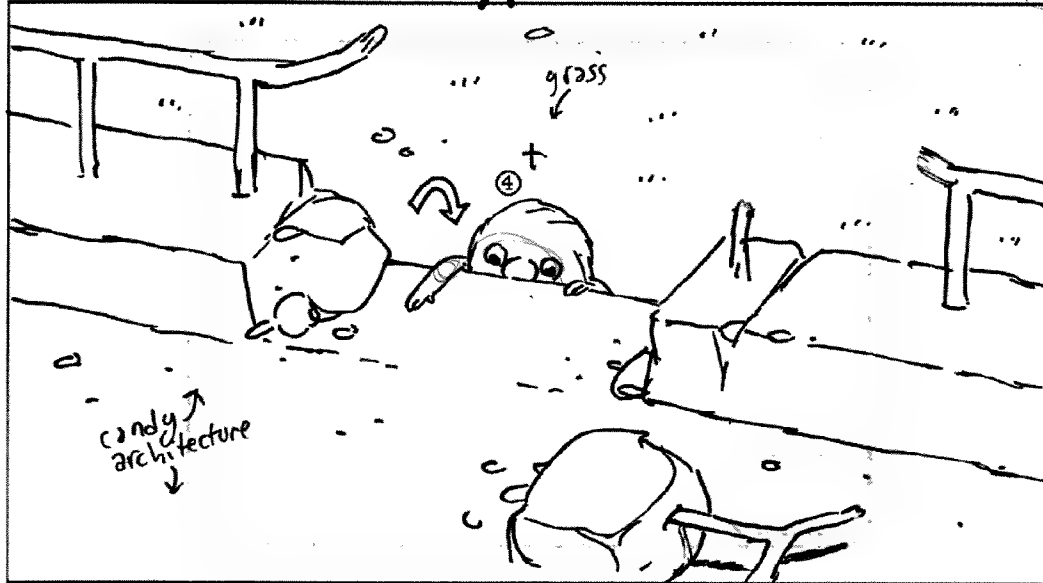
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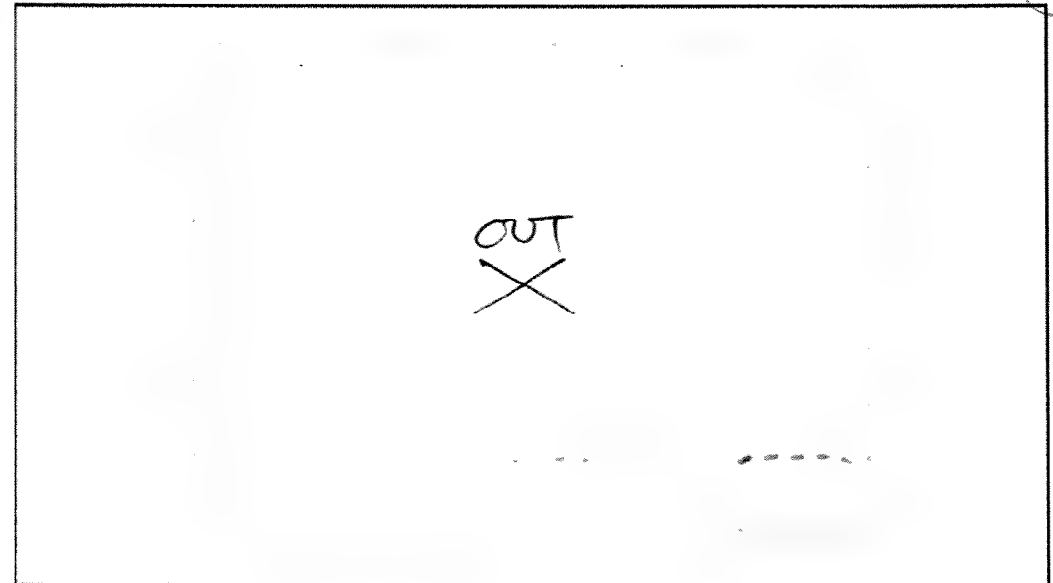


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Sc. 128 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

PB (os): You lived in the Bathroom, now you live in our hearts. Sweet Lemon Hope, freed by-

Action:

LH crawls down wall

Timi



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Sc. 129

Pnl. A

Bg.

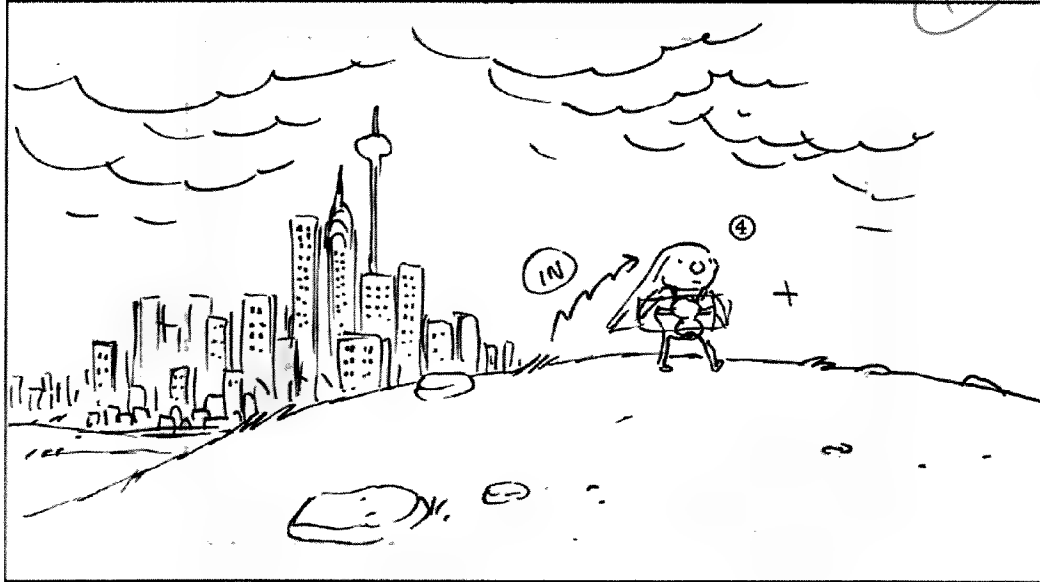
day/night

Sc. 130

Pnl. A

Bg.

day/night



Dialog:

PP OS



hard sacrifice. To Live in the Kingdom of Sugar and Spice.



PP OS



Lost Lemon Hope, long for freedom above.



Action:

- LH WALKS ON S OVER HILL.

Timing:



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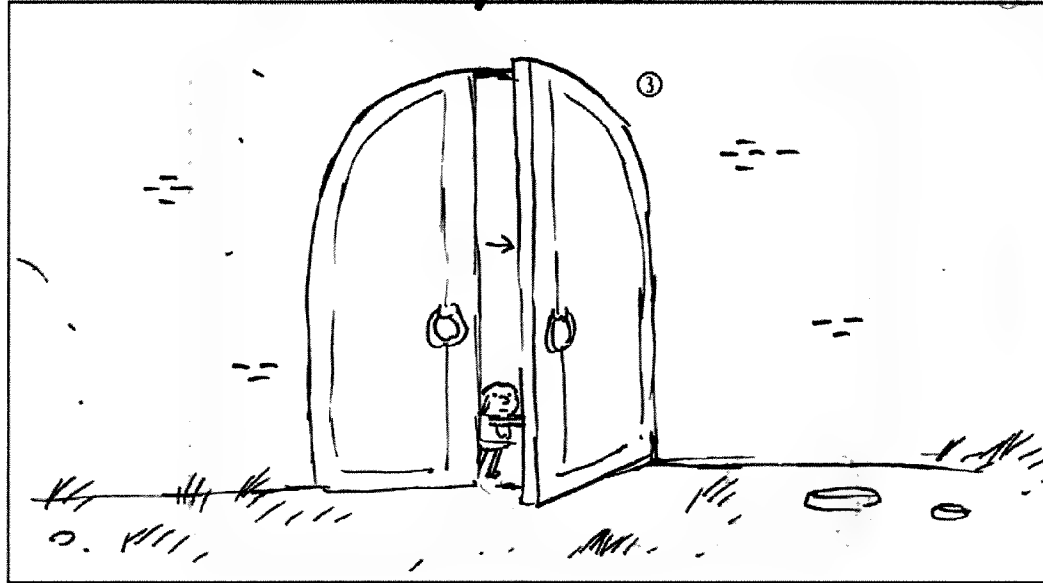
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Sc. 131

Pnl. A

Bg.

day night

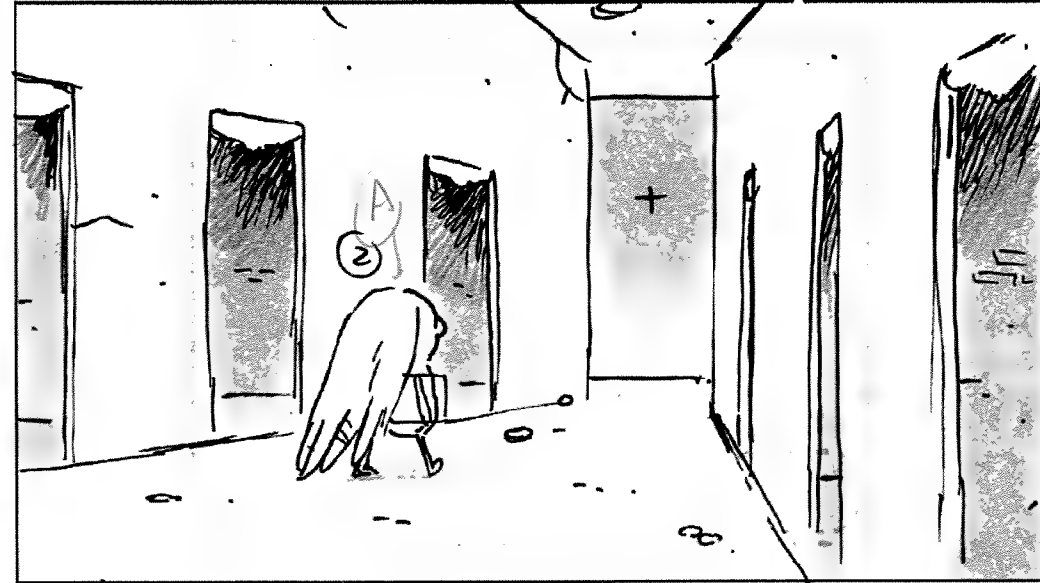


Sc. 132

Pnl. A

Bg.

day night



Dialog:

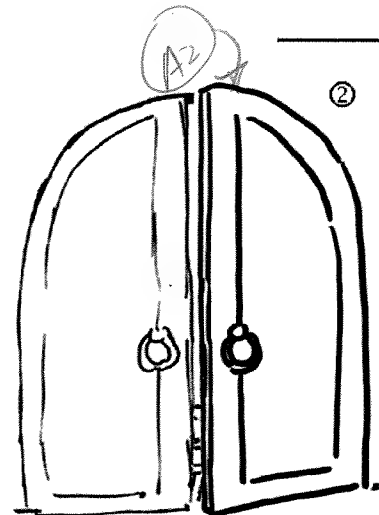
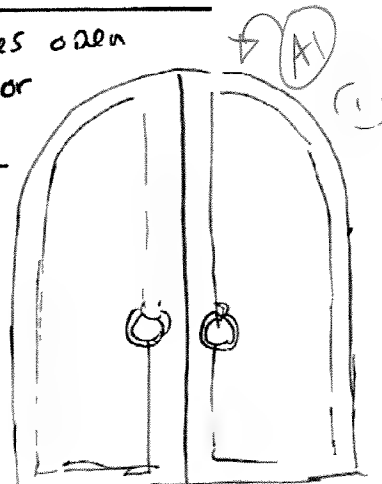
PB OS

Compassion or Friendship,
Wisdom or love.

SFX: creak

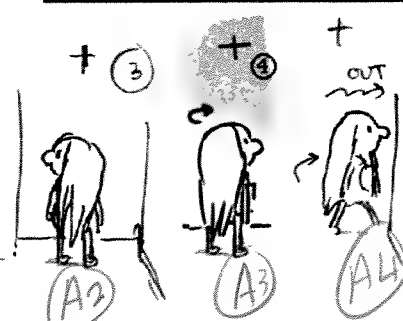
Action: - LH pushes open
heavy door

Timing:



PB OS

Strong Lemon Hope risking freedom and
health. Came back-



- hold for
a small
beat on
as he
searches
for
the
right
room

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Sc. 133

Pnl. **A**

Bg.

day night

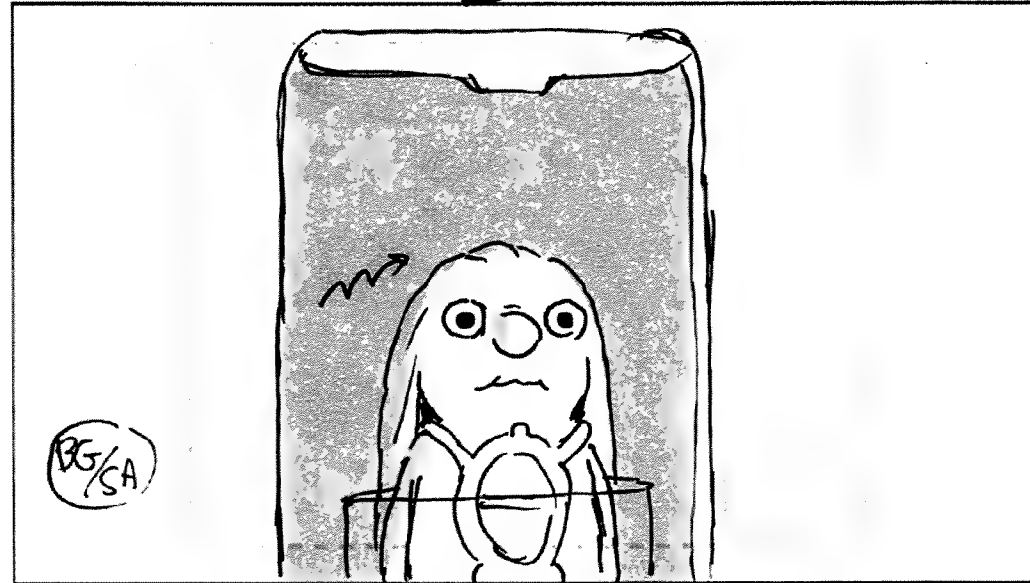
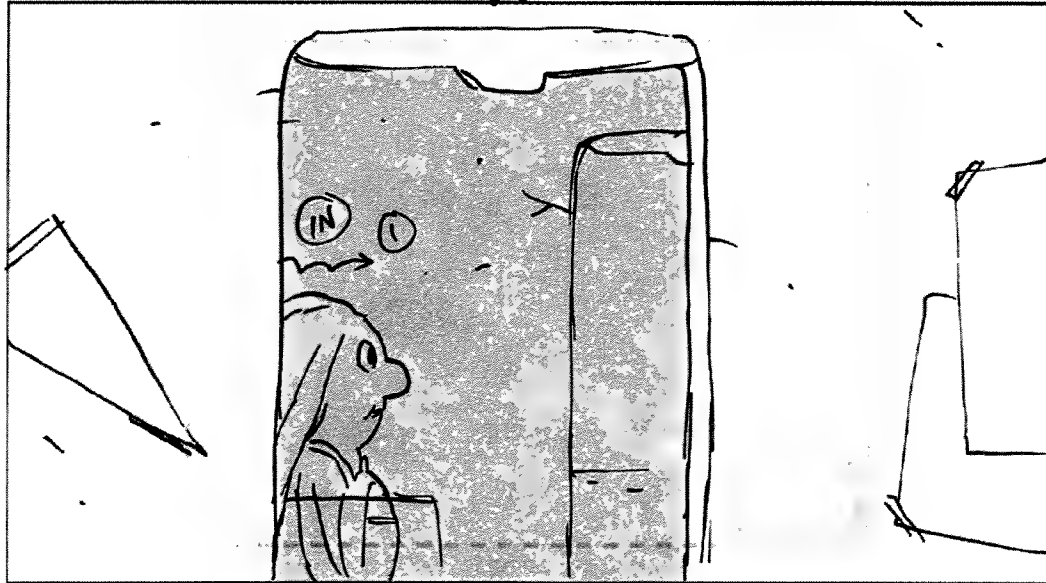
Sc. 133 *cont*

Pnl. **B**

Bg.

day night

art



Dialog:

PB OS ♪ for his brothers and for himself.



Action:



hold for a small
beat on ②

Timing:



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ADVENTURE TIME



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Sc. 134 Pnl. A Bg. day night



Sc. 134 cont Pnl. B Bg. day night



Dialog:

(PB) (OS) ♪ Safe Lemon Hope- ♪

Action:

- ROOM PREPARED PB FOR LEMONHOPE.

Timing:

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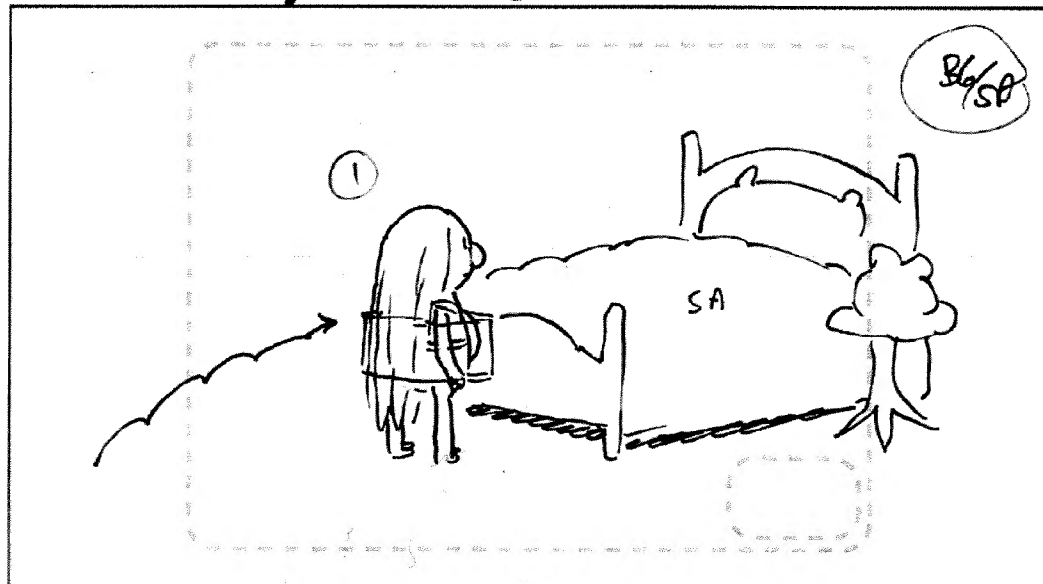


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Sc. 134 *cont* Pnl. *C*

Bg.

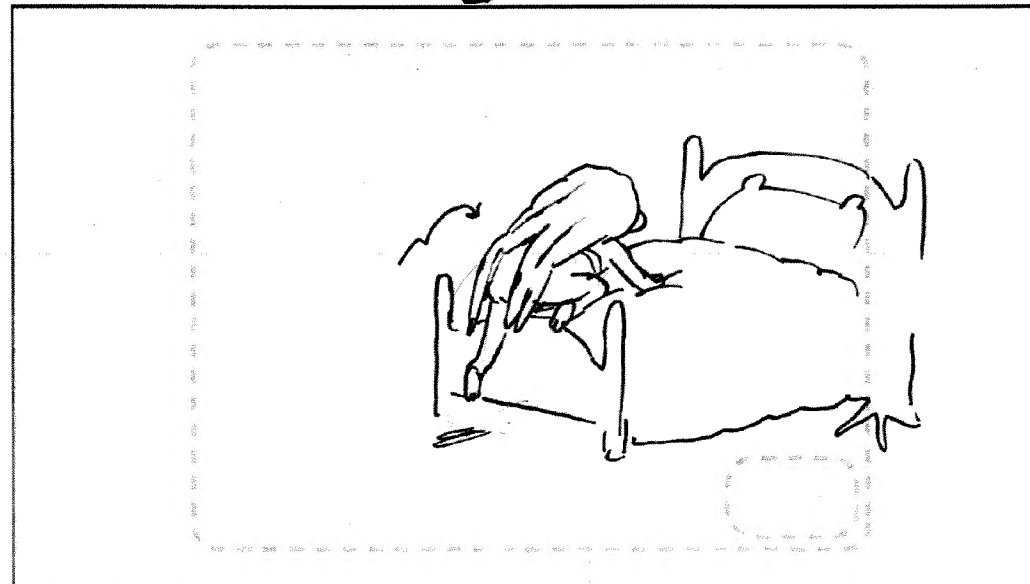
day night



Sc. 134 *cont* Pnl. *D*

Bg.

day night



Dialog:

SFX: * Bee-boop * (forcefield deactivation)

PB OS

No more will you roam. ♪

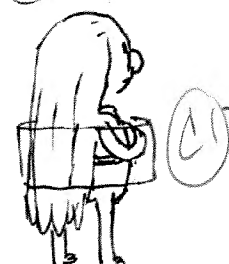
Action:

2

- LH turns off forcefield

- LH CLIMBS ONTO BED.

Timing:



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cut
Hu

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ADVENTURE TIME



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Sc. 135

Pnl. A

Bg.

day night

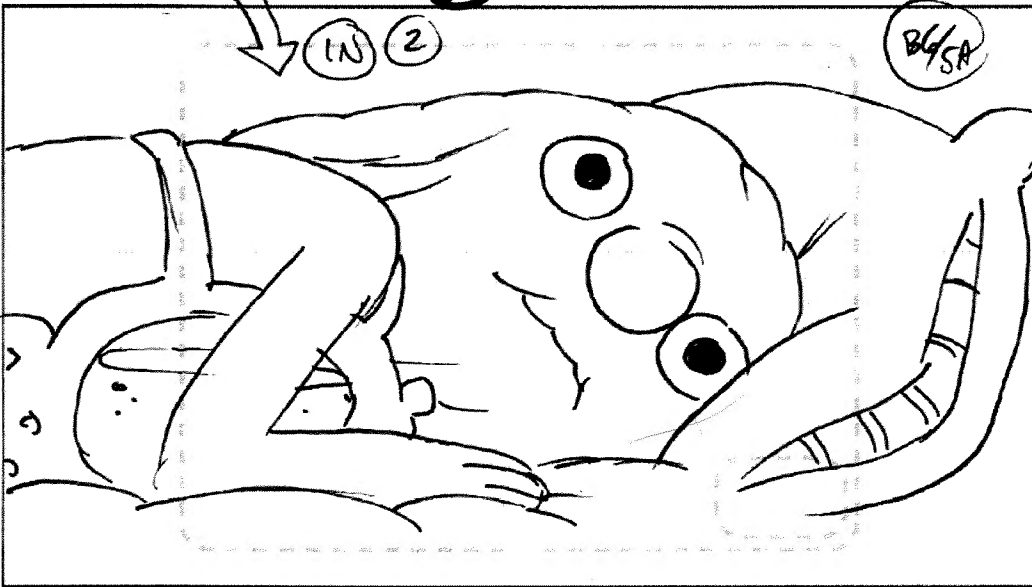


Sc. 135 cont

Pnl. B

Bg.

day night



Dialog:

PB (os): Once you were lost,

Action:

- LH LIES DOWN.

Timing:



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ADVENTURE TIME



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Sc. 135 *CONT* Pnl. *C* Bg.

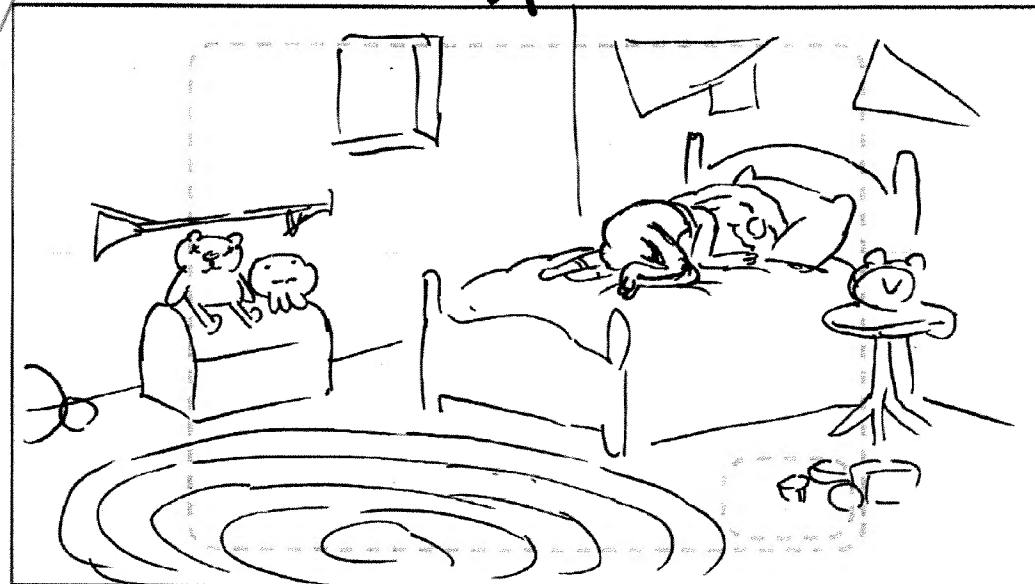
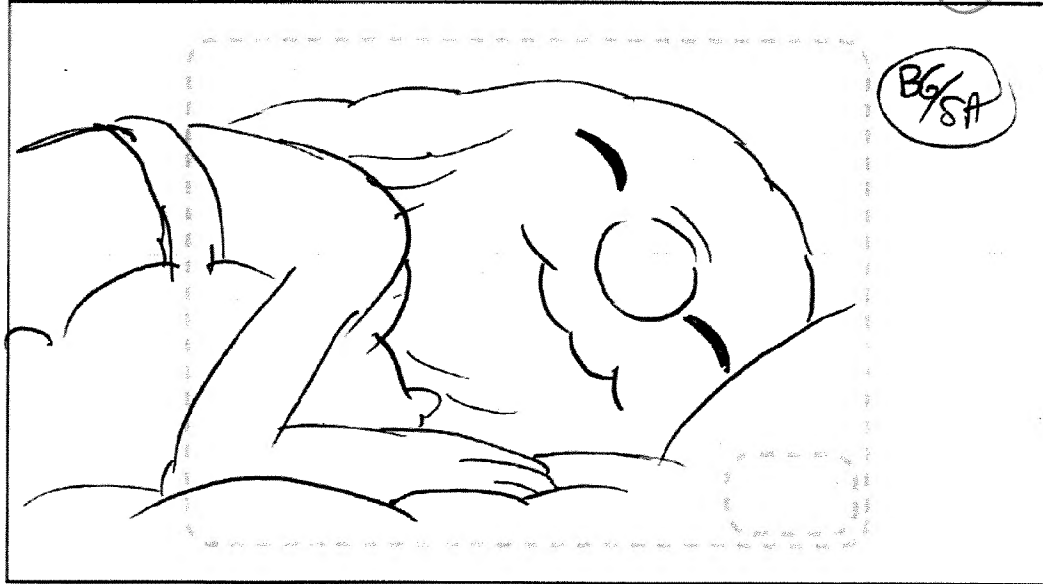
day night

Sc. 136

Pnl. *A*

Bg.

day night



Dialog:

PF: OS



and now you're back home.



Action: * eyes close first, then smile second

END

Timing:

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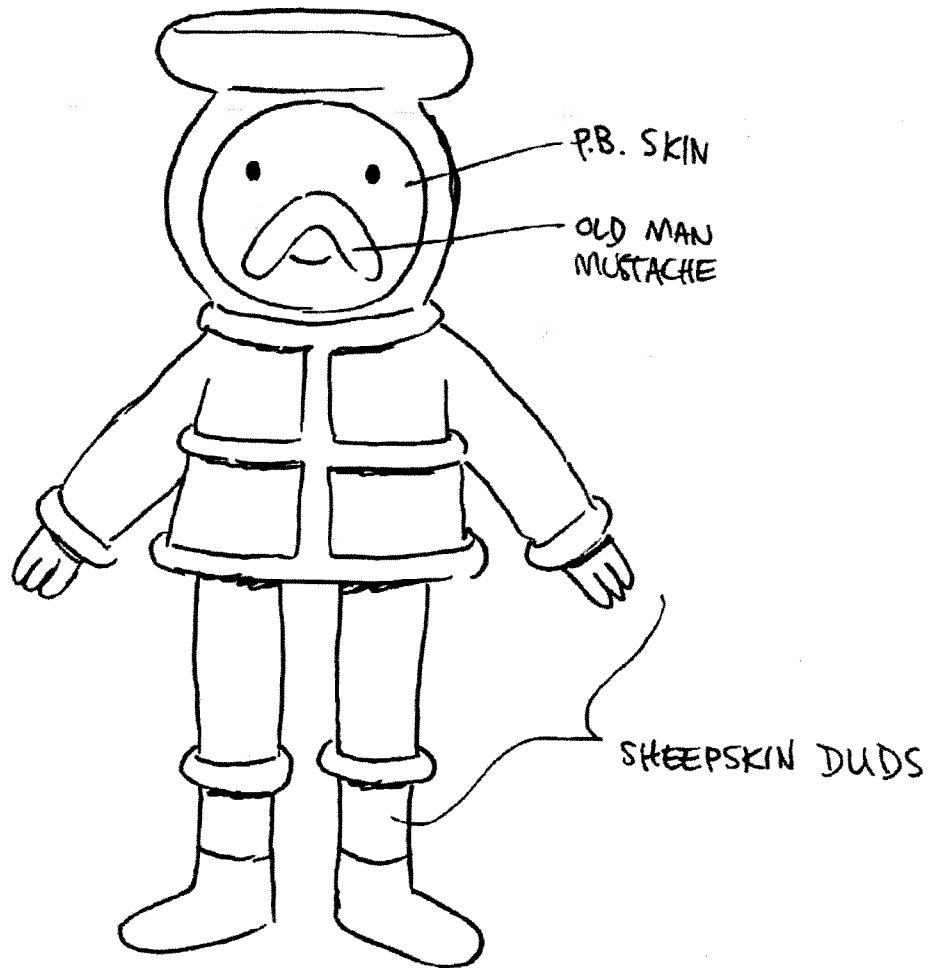
Production :

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PHLANNEL



OLD
LEMONHOPE



I didn't draw
boots in the board,
but maybe he looks
cooler w/ boots?

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